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DRAGON BALL Z

BUDOKAI 2

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Prima's Official Strategy Guide

Eric 'ECM' Mylonas

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PRIMA'S OFFICIAL STRATEGY GUIDE



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PROLOGUE

THE DRAGON BALL Z[®] SAGA BEGINS!

The *Dragon Ball Z*[®] legend is broken down into 16 sagas and spans nearly 300 individual episodes. If you're new to the *Dragonball Z*[®] universe, a brief overview of each saga herein brings you up to speed (at least a little).

Incidentally, all these episodes are available on DVD or VHS.

Saiyan Saga

Total Episodes: 26



The saga that started it all introduces Gohan[®] and Vegeta[®], two key characters in *Dragon Ball Z*[®].

It also ushered in the concept of death never being quite permanent, thanks to the power of the Dragon Balls[®].

Namek[™] Saga

Total Episodes: 26

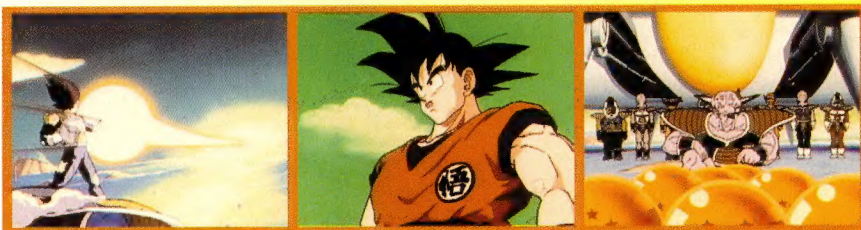


Leaving Earth for a time, the Z Warriors journeyed into the far-flung reaches of space to acquire a second set of Dragon Balls[®]—the ones on Piccolo's[™] home world of Namek[™].

This saga also introduced the vile archvillain Frieza[®] and the powerful, yet eccentric members of the Ginyu[™] Force.

Captain Ginyu[™] Saga

Total Episodes: 6



The Ginyu[™] Saga is short at six episodes. Herein Goku[®] and company dealt with the body-switching antics of Captain Ginyu[™] and his feared Ginyu[™] Force.



Frieza® Saga

Total Episodes: 31



The longest saga yet saw Frieza® going from the king of the universe (almost literally) to barely hanging on by a thread (and not much longer beyond this saga).

Assuming Super Saiyan power levels, Goku® returns one of Frieza's® treacherous attacks to him, slicing the planet-destroying reptile into pieces.

The saga also saw the unfortunate destruction of Namek™ (at Frieza's® hands), rendering its people homeless for a time.

Garlic Jr.™ Saga

Total Episodes: 4



In this saga, shorter even than the Ginyu™ Saga, Garlic Jr.™ and his Black Water Mist aim to cause trouble for the Z Warriors, newly returned to Earth.

Keeping this new threat at bay (and promptly returning their antagonist to the Dead Zone), the Z Warriors for once save the Earth without the help of Goku®.

Trunks™ Saga

Total Episodes: 7



The Trunks™ Saga introduces (who else?) Trunks™ to the ever-expanding Z Warrior ranks. This fighter from the future arrives in time to warn Goku® of a threat coming in the not-too-distant future. He also warns of Goku's® impending demise.

Androids™ Saga

Total Episodes: 13



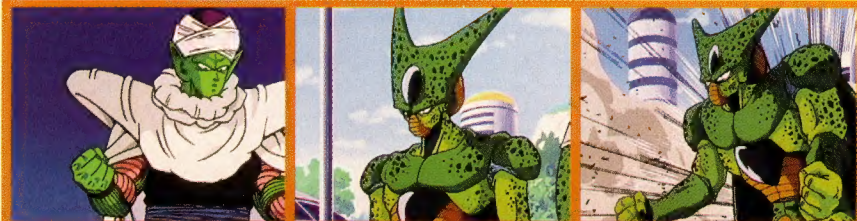
The Androids™ Saga opens three years after the Trunks™ Saga closes, with the Z Warriors ready for anything as the Androids™ arrive.

While taking on the insidious Dr. Gero™ and his mechanical monstrosities (Androids 16™, 17™, 18™, and 19™), Goku® succumbs to the effects of the viral heart disease Trunks™ spoke of earlier.

As bad as the situation looks, it manages to get worse....

Imperfect Cell™ Saga

Total Episodes: 12



As if handling the Androids™ wasn't hard enough, the worst of the bunch rears his insectoid head in the Imperfect Cell™ Saga.

Bent on attaining "perfection," Cell™ arrives from the future with one goal in mind: to absorb Androids 17™ and 18™ to attain his perfect form.

Unfortunately for everyone, he succeeds.

Perfect Cell™ Saga

Total Episodes: 12

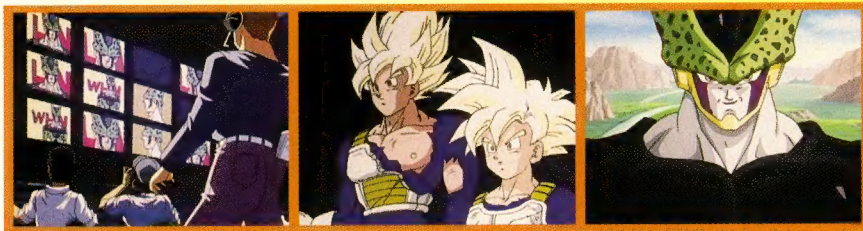


With the arrival of Perfect Cell™, the Z Warriors face a threat unlike anything they've ever faced before.

Now that Cell™ has attained perfection (no thanks to Vegeta® and his overweening ego), battle after futile battle erupts against a nigh-unstoppable being.

Cell Games™ Saga

Total Episodes: 28



One of the longer sagas, the Cell™ Games Saga is also one of the most dramatic.

Although Cell™ is seemingly defeated through the heroic sacrifice of Goku®, the diabolical monstrosity returns from the grave through his unimaginable regenerative powers.

But Gohan® and company manage to send Cell™ away for good with the aid of the departed Goku®.

Great Saiyaman™ Saga

Total Episodes: 13



This saga opens with Goku® facing off against the enigmatic Pikkon™ for the honor of receiving a training session with the mighty Grand Kai™.

Meanwhile, back on Earth, Gohan® has entered high school and has adopted a secret identity as the Great Saiyaman™! Unfortunately, Videll® discovers his secret identity and says she'll reveal him to the world unless he enters the World Martial Arts Championship.

Ruefully, he agrees.

World Tournament Saga

Total Episodes: 9



As the tournament ensues, we get to see Goten® and Kid Trunks's® fighting skills blossom.

You also witness the unmasking of Gohan®, despite his best efforts to stay behind the face of his alter ego when he engages Spopovitch™ in a fight shortly before he steals Gohan's® powers.

Babidi® Saga

Total Episodes: 11

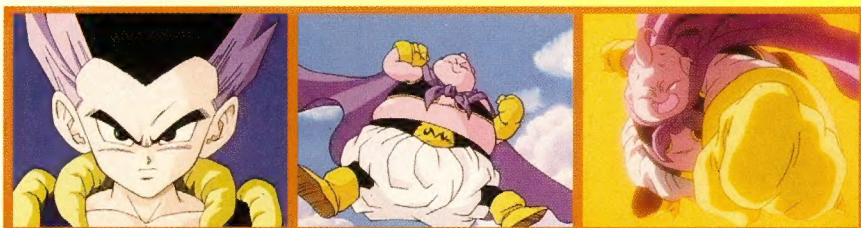


Things get really hairy as the Babidi® Saga ensues: On a mad course to unleash the horror that is Buu™, Babidi® manages to acquire Gohan's® stolen power and embarks on a course to free the evil pink one.

We also meet Majin Vegeta®, who sells his soul to Babidi® for the chance at more power in an attempt, once more, to defeat Goku® in battle.

Majin Buu™ Saga

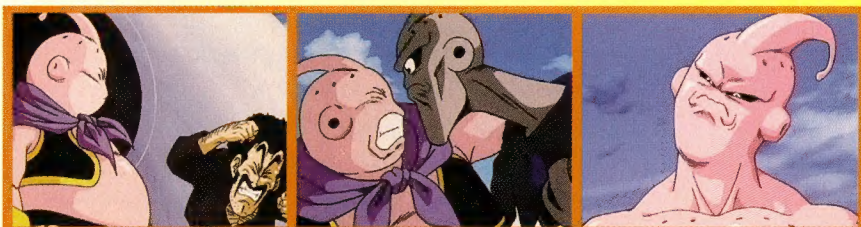
Total Episodes: 21



Buu's™ seal on his cocoon is broken. Gohan® fires at the egg and appears to have succeeded but the feared Majin Buu™ appears. Vegeta® and Goku® sense Buu's™ tremendous energy, but continue to fight. Goku® tries to convince Vegeta® to stop fighting Goku® and fight with him against Buu™, but Vegeta® will not listen. Will Vegeta® finally realize his dream of winning against Goku®? What's in store for Earth with the release of Majin Buu™?

Fusion Saga

Total Episodes: 21



The Fusion Saga sees all sorts of interesting developments in the lives of the Z Warriors. For starters, Goten® and Kid Trunks™ fuse for the first time to become Gotenks®!

We also meet the fused form of Vegeta® and Goku® in the form of Vegito® as they face the insatiable appetite of Buu™ in several guises.

Kid Buu™ Saga

Total Episodes: 15



The curtain is nearly ready to close on the world of *Dragon Ball Z*®, but not before Buu™ takes on his most fearsome form yet: Kid Buu™!

In time, Buu's™ spirit is reincarnated in human form as Uub™, who, unlike the original, is nothing but good.

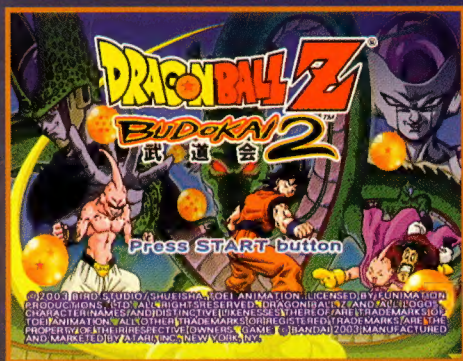
And with that, the curtain closes on the Z Warriors Saga...for now.

A NEW SAGA BEGINS...



USING THIS GUIDE

THE Z WARRIORS WAGE WAR!



Welcome to Dragon Ball Z[®]: Budokai 2[™]—Prima's Official Strategy Guide! Herein is all the information you need—from in-depth combat strategy to a full walkthrough of Dragon World mode—to get the most from the Z Fighters' assembled might. Whether you've played the first chapter in this exciting series, or are brand new to the Budokai[™] world, we've got you covered.



NOTES, TIPS, AND CAUTIONS

Notes

Notes point out interesting game-play facets or options that you may not be aware of (or may have forgotten in the heat of the moment). Case in point:

NOTE

Krillin's[®] Ki bar tends to drain rapidly, so you have to rely on more than his Destructo Disc to see him successfully through a fight. Use his minute size to your advantage.

Tips

Tips offer helpful insights into various situations. A sample tip might look like this:



Tip

If you're hurting for life, visit Dende[™] on the Dragon World main map to increase your life by one, then carry on the fight to victory.

Cautions

Cautions are for your peace of mind. Cautions point out a particularly tricky area or combatant who will make short work of you if you aren't on guard against a particular avenue of assault. For example:



CAUTION

UNLIKE MOST OF THE FOES YOU'VE FACED TO THIS POINT, SUPER BUU[™] IS PURE BRUTALITY. PLAY IT SMART—DON'T JUST BARREL IN HEAD FIRST—IF YOU WANT TO AVOID BEING SOUNDLY TROUNCED.

DRAGON BALL Z® DREAM MATCH 2K3

What would have happened had Nappa™ fought Trunks®? Or how about Dr. Gero™ vs. Gotenks™? Neither battle ever took place in the annals of *Dragon Ball Z*® history, but we endeavor to answer “what if?” they had.

Dream Match: Goku® vs. Hercule™



What better way to kick off a little Dream Match action than with über-hero Goku® vs. über-loser Hercule™. Let's face it—while we may not have all been dreaming about this one (I imagine Hercule™ would have nightmares about this), it would be interesting to see the most powerful *Dragon Ball Z*® fighter versus the weakest. Heck, the pomp and circumstances alone would be worth the price of admittance...until Hercule™ managed to spin his way to victory.

Who Wins: Goku®

Hercule™, of course, would be the winner in the news the next day.



THE BATTLE BEGINS...NOW



Formalities completed, it's time to bloody your knuckles (blood kindly supplied by your friend's nose—and eyes and ears and legs, and...you get the idea). Welcome to *Budokai*™!

BASIC TRAINING

THE BASICS

START or D-pad:
Movement



■: Punch

R2: Punch and Guard

R1: Punch and Kick

▲: Kick

●: Ki Blast

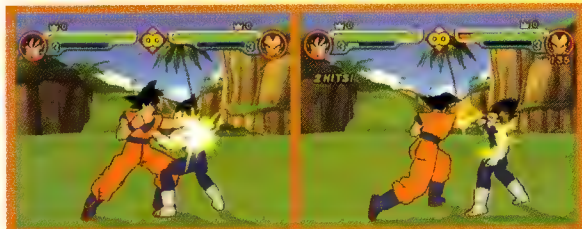
X: Guard

NOTE

These controller configurations are the default settings and may be altered in Options mode.

Budokai™ 101

Punch



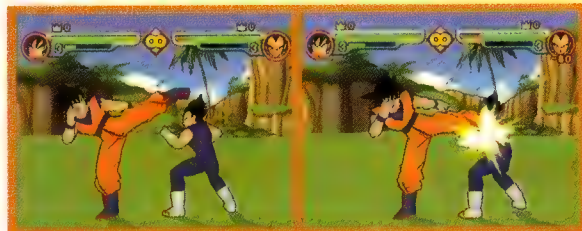
PS2: ■

All good things start with four fingers and a thumb balled into a fist. The punch and the kick are the two basic Budokai™ brawling building blocks.

NOTE

These moves represent the bare essentials for *Budokai™*—all other moves spring from these moves, either used alone or in combination.

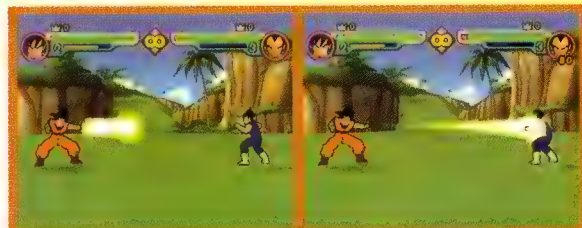
Kick



PS2: ▲

Why let your fists have all the fun? You have two good feet that are made for walking...all over your foe's face.

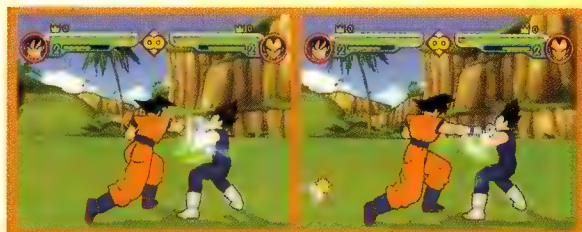
Ki Blast Wave



PS2: ●

Ten fingers, ten toes, and an energy blast drawn from deep within round out your basic attack options in *Dragon Ball Z® Budokai 2™*. The Ki Blast is your most basic energy attack. Combine it with various punches and kicks to elicit trademark moves such as the Kamehameha and Galick Gun.

Guard



PS2: **▲**

Eliminating your foe's ability to walk under his (or her) own power is all well and good, but the same fate could be visited upon you. Blocking helps cut down on broken bones, missing teeth, and shattered egos.

Punch and Kick



PS2: **[R1]**

You'd typically deliver a double axe handle by pressing the punch and kick buttons simultaneously, but hitting **[R1]** gives the same effect and eliminates that nasty element of timing. It may not be entirely fair, but when it's you or him, well, anything goes.

Punch and Guard



PS2: **[R2]**

Pressing **■** and **▲** together at the same time initiates a throw, but there is a simpler way. A quick tap of **[R2]** accomplishes the same thing without having to worry about hitting two buttons at exactly the right time.

Budokai™ 201

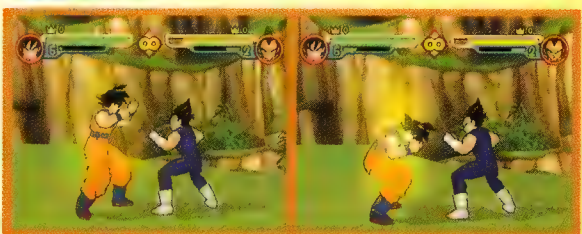
Advanced Kick/Punch



PS2: **D-pad + ■ or ▲**

Are the basic punch and kick not strong enough for you? Good! They shouldn't be. The advanced punch and kick moves pack more of a wallop than their basic brethren, but their primary usage is as "linkers" for building better combos.

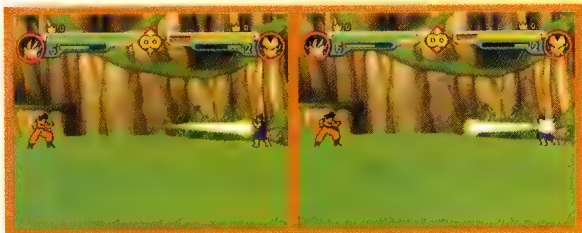
Gather Ki



PS2: **Hold × and double-tap and hold ⇐ or ⇒**

To activate the more powerful—and ultimately match-deciding—moves, you need an ample supply of Ki. Otherwise, you shoot blanks and, in short order, collect your teeth from the ground below.

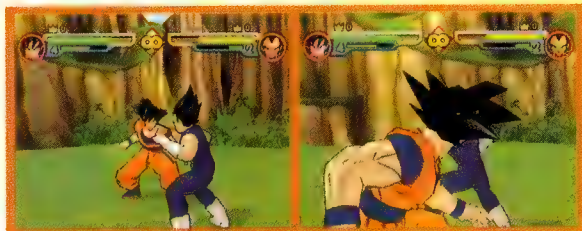
Deflect/Return



PS2: **X** just before Ki Blast impact

The Ki Blast is an easy attack to abuse—the deflect/return option makes this coward's way out a much less pleasing option. Deflect the blast as it's about to strike, and you send it spinning away harmlessly. Waiting until precisely the last second, however, sends the incoming bolt back to its sender. Hit **X** just before the Ki Blast is about to hit you.

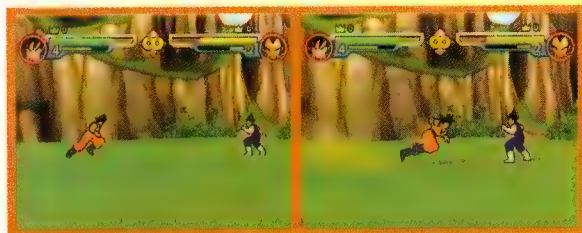
Dodge/Evade



PS2: **X** + **↑** or **↓**

On occasion, you want to get out of the way of a runaway train rather than tackling it head-on. That's when the dodge function can be incredibly handy. Time it just right, and a foe's blow whistles past harmlessly. Time it wrong, and you're eating flesh and bone.

Dash



Double-tap and hold **←** or **→**

Need to close the gap between yourself and a distant foe? Need to run like hell as you're about to get pounded into the asphalt/prairie/mountainside? Either way, double-tap the D-pad left or right to send your fighter careening toward or away from your foe.

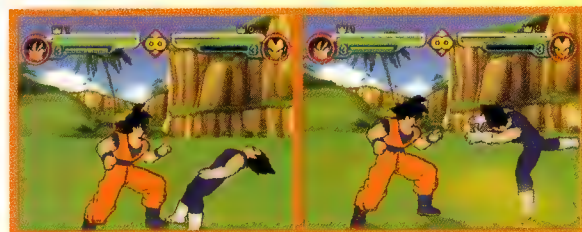
Transform



PS2: **■** + **▲** + **X**

Most of the fighters in *Budokai 2™* possess the ability to transform into more powerful versions of themselves, whether that's Goku® going from "normal" to Super Saiyan 3 or Krillin® "unlocking his potential." This button combination boosts your attack and defensive power. Take too much abuse, however, and you revert to powered-down status.

Recover



PS2: **X** as character lands

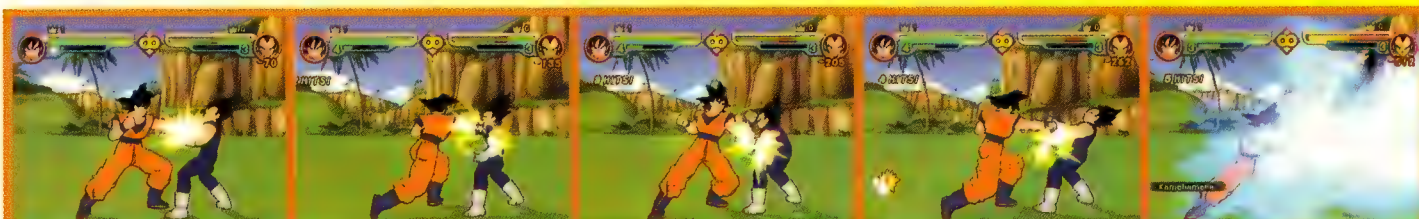
This move is handy for dealing with a foe that has knocked you off of your feet. As you're floating listlessly through the air (Read: You've just had your tail handed to you), press **X** just as you're about to land on your back and you immediately flip back onto your ever-nimble toes.

Advanced Tactics

Combos

If you've played a fighting game before, you're familiar with combo systems. If you're fairly new to the genre, however, pay attention: This is where we separate the wheat from the chaff.

Combos in *Dragon Ball Z®: Budokai 2™* are the result of combining punches, kicks, and various other debilitating attacks. A combo is a series of individual moves performed in sequence that are unblockable after the initial hit:



Goku's® Kamehameha

For example, when you successfully complete Goku's® Kamehameha combination, your foe takes four punches capped off with a very nasty energy blast. As long as you land the first hit and follow through with the right amount of speed and timing, you complete the combo for multiple "free" hits. Amid this abuse, your foe has no chance to block unless, of course, you mis-time a hit or your foe is pushed out of range.

Timing and placement are key: If you aren't close enough to a foe when you execute a combo, it's likely that one of your initial blows pushes the antagonist away. This allows time for him to block and then retaliate between blows while you're wide open.

Likewise, if you don't press the buttons in precisely the right rhythm (experiment in Practice mode to get a good idea of the tempo of a given move/combo) you're left gasping for air as your enemy rearranges your face or escapes with his life, sadly, still his own. Timing your blows becomes even more important when you build the pre-set combos with linkers.

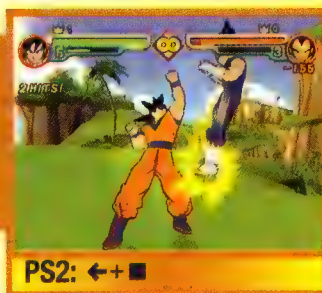
Advanced Combos: Linkers and Juggles

When you're comfortable landing the many pre-set combos, you're ready to link smaller combos into bigger, better, and much more destructive juggles: A linker is any move that allows you to combine two smaller combos into a bigger, much uglier one (well, for your foe anyway). A juggle is any move that allows you to pound your hapless foe through the air without his feet touching the ground (where he might have a chance to defend himself).

Here's an easy way to build upon Goku's® Kamehameha with a linker:

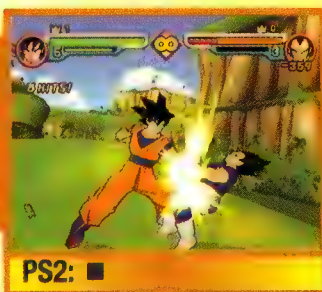


Linked with a knee thrust...



NOTE

This simple combo adds more than 50 percent damage to what a plain-vanilla Kamehameha would do in most situations.



Equals a really bad day.

This combo is fairly innocuous. *Budokai 2™* is littered with similar examples of 2-3 hit combos that can be linked to 4-5 hit combos (such as Goku's® Kamehameha) to bring the pain to your less-skilled, blocking-deficient friends.

Experiment with the various links (enhanced punches and kicks in most cases) and see which combos lead into one another.

Other Tactics



Combos can be tricky to pull off because of the varying reaches of the characters. Clearly, the larger fellows enjoy an advantage in the combo department by virtue of their longer reach. But it doesn't take nearly as much skill to back a foe into a tight spot and let loose with barrages of punches and kicks, combos or no.

Once you have an enemy pinned, you can perform all sorts of mischief—a well-placed combo, a simple energy attack, or even a nasty throw while your foe is snared and panicking.

Better yet, this technique is useful for gaining access to the hidden areas in each stage. Backing enemies into certain spots at certain levels and delivering a piping hot combo or other powerful move sends them careening into the next zip code.

One Size Fits All



Medium

Early on, you discover that you gravitate toward characters that are generally well-balanced (Goku®, Trunks®, Vegeta®), and who also happen to be medium-sized characters. Generally speaking, the medium-sized characters have a good balance of speed and strength and don't typically excel in either, which makes them a good bet for the beginner.

NOTE

Keep in mind that balance issues in *Budokai 2™* become more exaggerated as you gain more skills. As well-balanced as Goku® is initially, over time and in the right hands he's nearly unbeatable by any opponent.



Big Guys

The larger fellows are naturally short on speed but long on strength. These beasts rely on their size and strength to push around the smaller characters, taking hits when necessary to close the distance before unleashing Hell's fury on their foes' little heads and hands. Larger characters can be a real challenge for those who aren't strong believers in patience as a virtue.



Small but Speedy

The littler guys (Krillin®, Teen Gohan®, etc.) are zippy and peppy but lacking in overt brawn. This makes picking your fighter a bit more complex than "he's my favorite from the show" if you want to win. Everybody loves Krillin®, but it can be near-suicidal to choose him as your starting character, because he's easy to launch into the air—juggle-bait, in other words.

NOTE

Unlike the characters in *Budokai 1™*, the smaller guys in *Budokai 2™* seem to lose Ki at a much faster rate than some of their larger opponents. Also note that their size advantage, to some degree, is nullified now that characters telegraph their attacks to match their foe's heights.

Turtles

In fighting-game parlance, turtles are players who strongly believe the best offense is a good defense...to the point where they hang back and wait for you to present them with an opening. This is poor form, but if you've played any fighting games, you know the type.



Ticking Away

Thankfully, *Budokai™* has a way (sort of) to deal with turtles. For starters, there's tick damage. A foe's health ticks away, bit by bit, because even though they may be blocking, you're always pecking away at their life bar in minute amounts. This would drive anyone insane after only a short while. Luckily, certain characters have a way to deal with this nonsense.



Turtle Away!



Guard Crushed!

There's the throw, for instance: If a foe insists on sitting, punish him with repeated throws. This, too, is poor form—unless you're forced into it.

The other (and much more satisfying) way to break down a foe's defenses is to use any character capable of transforming (Goku®, Krillin®, Vegeta®, etc). Dash in and transform as you come into contact with a blocking foe; your foe's guard is crushed and your adversary is left open to an attack—this includes everything from simple punches to full-fledged, life bar-destroying combos. Timing is everything here, so make ample use of Practice mode until you have it down.



GAME MODES

GAMEPLAY MODES: FROM A TO DRAGON BALL Z®

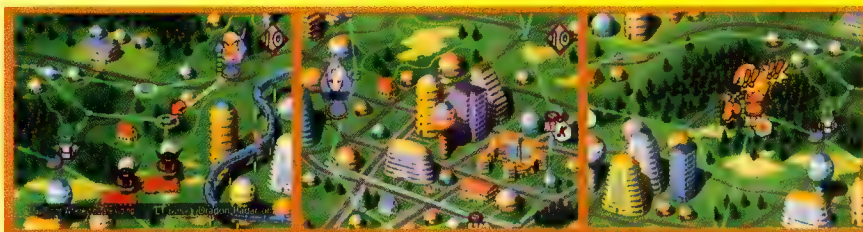
The following is a brief overview of the gameplay modes within the laser-etched grooves of the *Budokai 2™* disk. You'll probably spend most of your time in Dragon World and Duel modes, but it's good to know a whole lot more is contained within.

Dragon World Mode



Gone is the epic story mode that wound its way through the first *Budokai™* title. In its place, you'll find—a board game?! Well, not quite, unless your board games feature lots of no-holds-barred, bare-knuckled brawls!

The history is compressed and a bit skewed, but the storyline contained herein is an amalgamation of the Saiyan, Namekian™, Android™, World Tournament, and Buu™ sagas all rolled into one.



Duel Mode

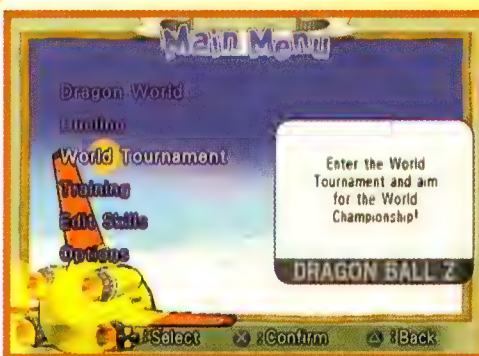


This wouldn't be a fighting game without a 1P vs. 2P Match mode, and *Budokai 2™* comes well equipped. Choose one of 29+ characters (after unlocking them all, of course), and take to one of eight stages (ditto). Beat, bludgeon, and brutalize your foes with complete disregard for their personal well-being.

Also included: 1P vs. COM and COM vs. COM (handy for seeing what you might face against an aggressive opponent in Dragon World mode).



World Tournament Mode



You can unlock a huge number of skills via Dragon World Mode, but you must first unlock characters in Dragon World Mode to use them in World Tournament Mode. Novice mode may seem painfully easy, but by the time you've reached the second (and third) tournaments, we hope your medical insurance is current.



Training Mode



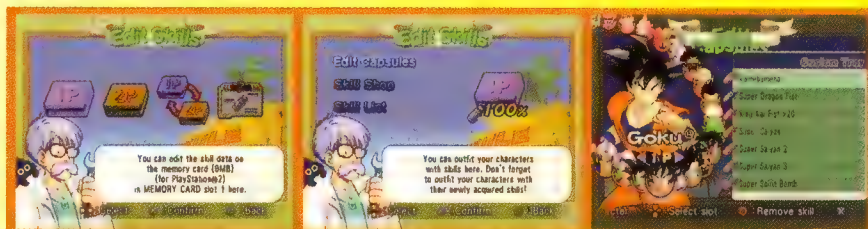
So you've unlocked Teen Gohan's® father-son Kamehameha, but you just can't seem to nail it while dueling with your buddies? No sweat, that's what Training mode is for. You must complete each training session in order. The first time you select Training, only the first lesson is shown. As you complete each lesson, they remain available for future review.



Edit Skills Mode



Goku® is one tough customer out of the box, but with some serious tweaking he can be an unstoppable juggernaut. In the Edit Skills mode, you can build him better, faster, and stronger (as long as you've unlocked the skills to do so). Also, venture into the shop to pick up any skills you don't have the patience to unlock with all the Zenie you've managed to acquire in Dragon World mode.



Options Mode



So the music is too loud, or you don't like the control configuration, or the default difficulty is just too weak for a warrior of your stature: All these situations and more can be remedied, fixed, or adjusted via the Options mode.



???



Those of you who have played *Dragon Ball Z®: Budokai™* remember the action-packed, over-the-top action of *Legend of Hercule™* mode? Well, *Budokai 2™* also has a unique mode, this one sponsored by another less-than-impressive *Dragon Ball Z®* stalwart. That being said, it's going to take quite a bit of work to unlock the skill capsule needed to enter this playground....



NOTE

The following character sections contain all the characters available in *Dragon Ball Z[®]: Budokai 2[™]* and their default moves. *Goku[®]*, *Gohan[®]*, *Piccolo[™]*, *Krillin[®]*, *Tien[™]*, *Raditz[™]*, *Kid Trunks[®]*, and *Goten[™]* are immediately available; the rest must be unlocked by satisfying various requirements in Dragon World and World Tournament. You also can add other special attacks by customizing a character using Capsules.

SAIYANS

THE SAIYANS

Born long ago of a primeval force on a faraway planet, the Saiyans grew and developed into a warrior race so devastating and relentless that their planet itself did not survive the centuries of destruction.



Goku[®] p. 19



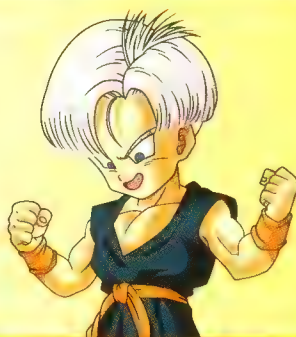
Teen Gohan[®] p. 23



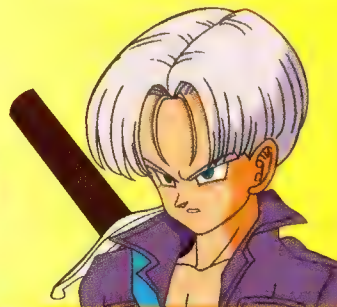
Gohan[®] p. 27



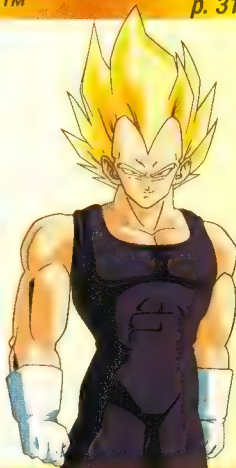
Goten[™] p. 31



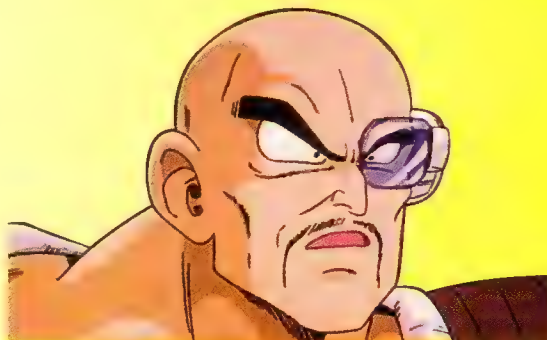
Kid Trunks[®] p. 34



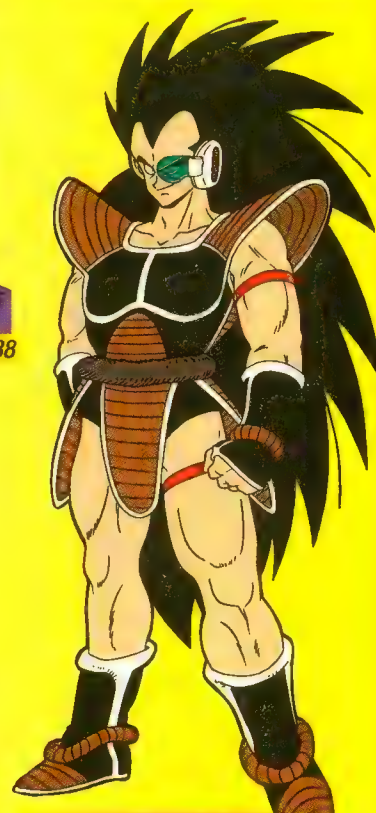
Trunks[®] p. 38



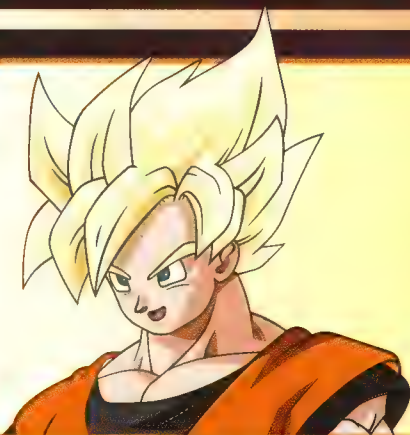
Vegeta[®] p. 46



Nappa[™] p. 50



Raditz[™] p. 42



Goku® is the hero of *Dragon Ball Z*®, the most powerful warrior on earth, and the first to become Super Saiyan in over 1,000 years. When the Saiyans arrive, Goku® learns the mysterious secret of his own past: He is a Saiyan formerly named Kakarot™.

Goku® was sent to Earth as a baby to grow up and destroy the planet, but a head injury suffered as a child scrambled Goku's® programming. Instead of growing up to become a destructive super-warrior, he became innocent and pure of heart, fighting for good.

Goku® is peaceful, good-natured, honest, loving to his family and friends, loyal, trustworthy, brave. If he has a weakness, it is his trusting nature. He always finds the good in people when others don't see it, though Goku's® enemies sometimes take advantage of his naive trust. He originally trained under Master Roshi® and wears his symbol until he trains under King Kai™, whose symbol he then wears. Goku® grows up and marries Chi-Chi™. Together they have two sons: Gohan® and Goten®.

STATS

HEIGHT: 5'7"
WEIGHT: 137 LBS.
RACE: SAIYAN
ALIASES: SON GOKU®, KAKAROT™

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*®, EPISODE 1
THE ARRIVAL OF RADITZ™
VOICED BY: SEAN SCHEMEL



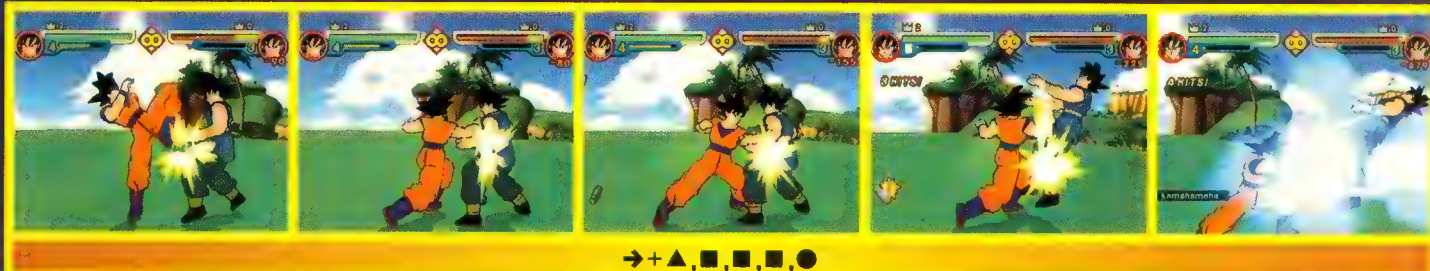
GENERAL STRATEGY



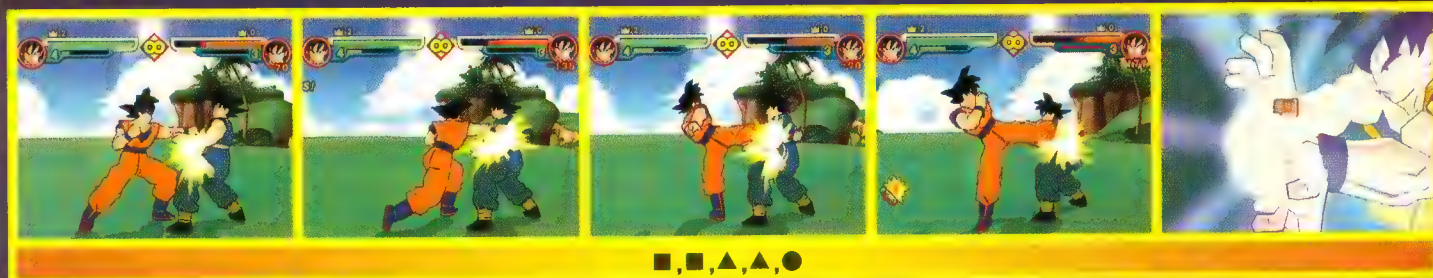
The central character in the *Dragon Ball Z*® Saga, Goku® is among the most powerful characters in the game. From the outset, he has a solid array of moves to complement speed and strength. Over time, he's a force to be reckoned with, especially when he becomes capable of entering Super Saiyan 3 mode.

ATTACKS/MOVES

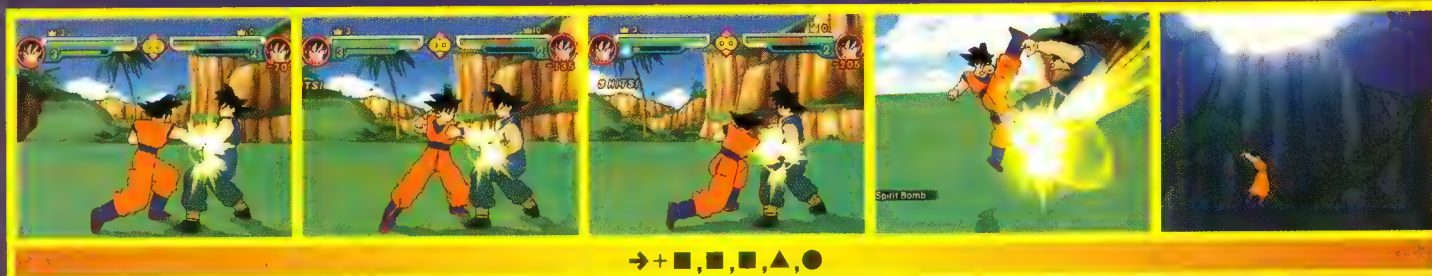
Kamehameha (1 Ki Gauge)



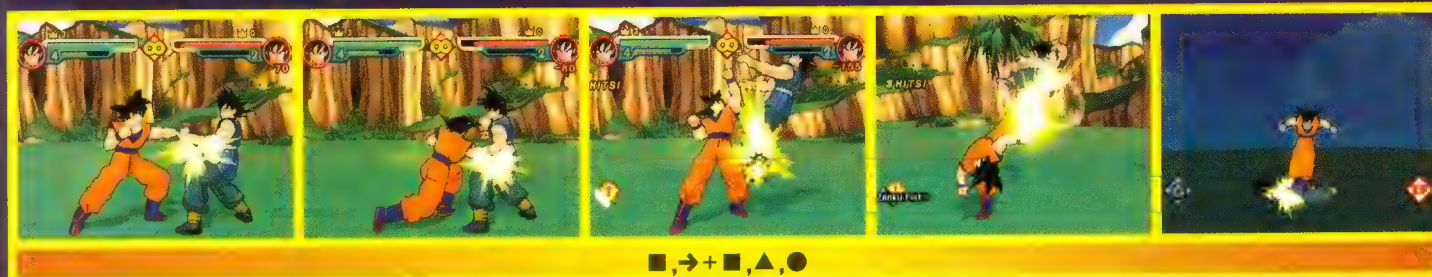
Warp Kamehameha (3 Ki Gauges)



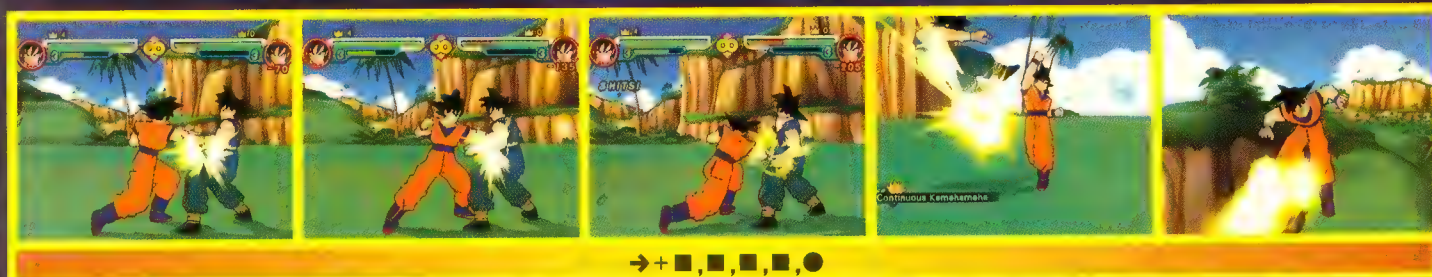
Spirit Bomb (4 Ki Gauges)



Zanku Fist (1 Ki Gauge)



Continuous Kamehameha (2 Ki Gauges)



Super Dragon Fist (2 Ki Gauges)



Devastation: Super Spirit Bomb (15 Ki Gauges)



As if having access to a regular Spirit Bomb weren't enough, in duo time Goku® obtains an even juicier version of one of his trademark attacks. Rumor has it that there may be an even more powerful version of this devastating attack just waiting to be unearthed.

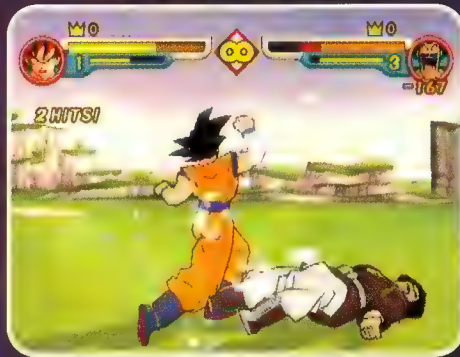
Dream Match: Goku® vs. Hercule™



What better way to kick off a little Dream Match action than with über-hero Goku® vs. über-loser Hercule™. Let's face it—while we may not have all been dreaming about this one (I imagine Hercule™ would have nightmares about this), it would be interesting to see the most powerful *Dragon Ball Z*® fighter versus the weakest. Heck, the pomp and circumstances alone would be worth the price of admittance...until Hercule™ managed to spin his way to victory.

Who Wins: Goku®

Hercule™, of course, would be the winner in the news the next day.



TEEN GOHAN®



This is Gohan's® "teen" form. Gohan® goes through no less than four separate incarnations throughout the course of *Dragon Ball Z*® as he ages and changes costumes in very distinct ways. After being a young child, he makes his debut in his teen form (his second revision) at the beginning of the Android™ Saga. He stays at this age until the conclusion of the Cell™ Games Saga, after which we fast forward to his high school years and the Great Saiyaman™ Saga.

STATS

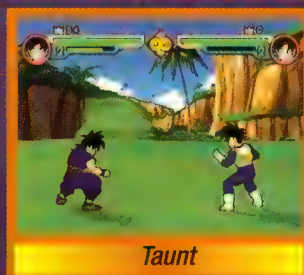
HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIAS: SON GOHAN®

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z™, EPISODE 1: THE ARRIVAL OF RADITZ™*
VOICED BY: STEPHANIE NADOLNY



1P/2P



Taunt

GENERAL STRATEGY

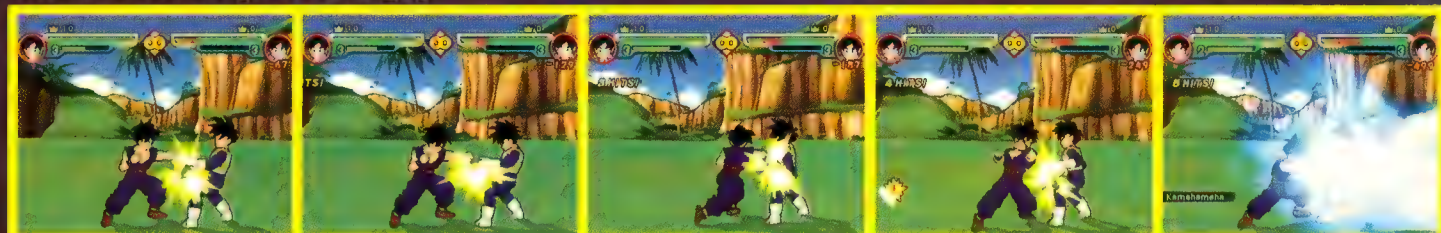


Gohan® casts off his youngest iteration for one of his incarnations in *Budokai 2™*, and starts the better for it. His size and speed are potent weapons, and the Kamehameha is a much better weapon than the Masenko-ha.

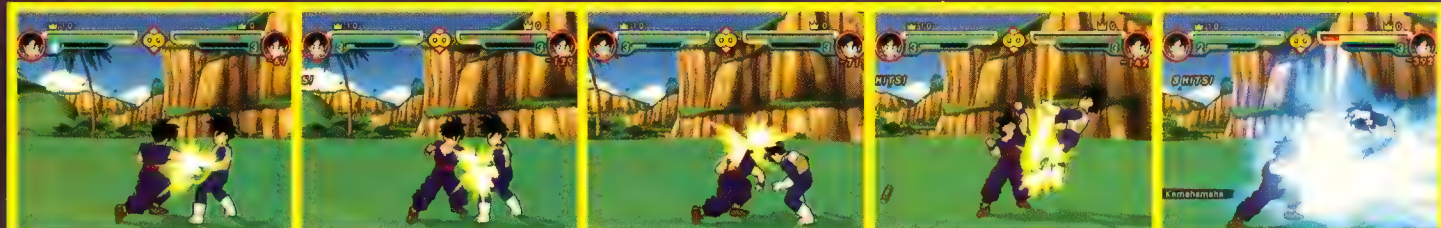
Keep in mind, however, that his Ki bar tends to drain a bit faster than average when he engages some of the tougher foes in combat.

ATTACKS/MOVES

Kamehameha (1 Ki Gauge)



■, ■, ■, ■, ●



→+■, ■, →+■, ■, ●

Instant Killquick (1 Ki Gauge)



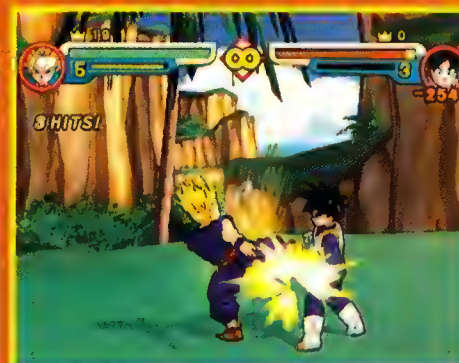
High-Speed Hammer (2 Ki Gauges)



Fierce Ranma (2 Ki Gauges)



Devastation: Father-Son Kamehameha (4 Ki Gauges)



Teen Gohan® has one of the most powerful (and most visually stunning) moves in the game. Teamed with Goku®, the father-son duo replicates the attack that ended Cell's™ reign of terror. It's one of the trickiest moves to execute, but well worth it because the result is fatal.

▲, ▲, → + ▲, ▲, ●

Dream Match: Teen Gohan® vs. Android 20™



This battle avenges the pain Dr. Gero's™ creations have wreaked on the lives of Gohan's® family over the course of the *Dragon Ball Z*® saga—particularly what Cell™ did to him and his father.

Who Wins:

Gohan's® revenge would be swift and brutal against the man who indirectly forced him to go places he never wanted to go when battling Cell™.



GOHAN®



Named after his adoptive grandfather, Gohan® is Goku® and Chi-Chi's™ eldest son. He is idealistic, good, and pure like his father. Gohan® reveals his tremendous fighting potential when the earth is threatened. His heritage as part Saiyan and part human makes him stronger than if he were of one race alone.

With Goku's® departure to the next dimension and the eminent arrival of Saiyans stronger than Raditz™, Gohan® is key to the survival of Earth. Thus Piccolo™, a former enemy of his father, joins forces with the good guys and trains Gohan® for the upcoming battle. Over time, Gohan® becomes friends with Piccolo™, looks up to Piccolo™, and even wears similar clothing.

Although he's initially a wimp, Gohan's® training in the wilderness and subsequent fighting make him both brave and loyal. Following the fight on Earth, Gohan® is determined to go with Bulma™ and Krillin® to Namek™ to collect the seven Namekian™ Dragon Balls and help out his friends on Earth, especially since he feels he let them down during the fight on Earth.

STATS

HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIAS: SON GOHAN®

MISCELLANY

FIRST APPEARANCE: **DRAGON BALL Z™, EPISODE 111: THE ANDROIDS™ APPEAR**
VOICED BY: KYLE HEBERT



NOTE

This is Gohan® after he's reached his adult years, beyond the confines of the Great Saiyaman™ Saga.

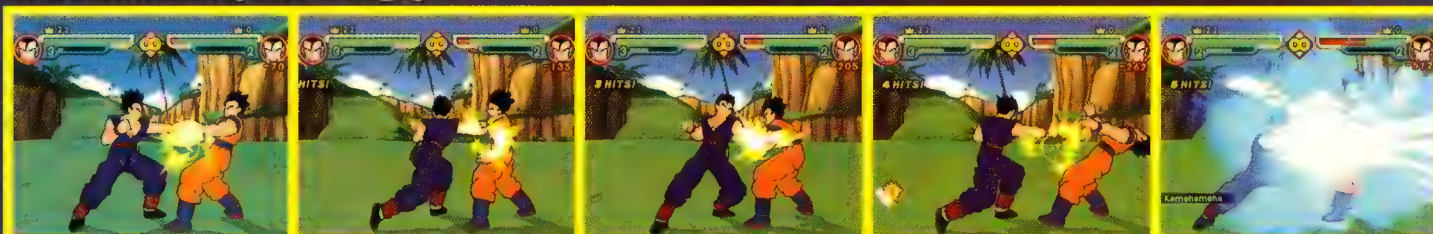
GENERAL STRATEGY



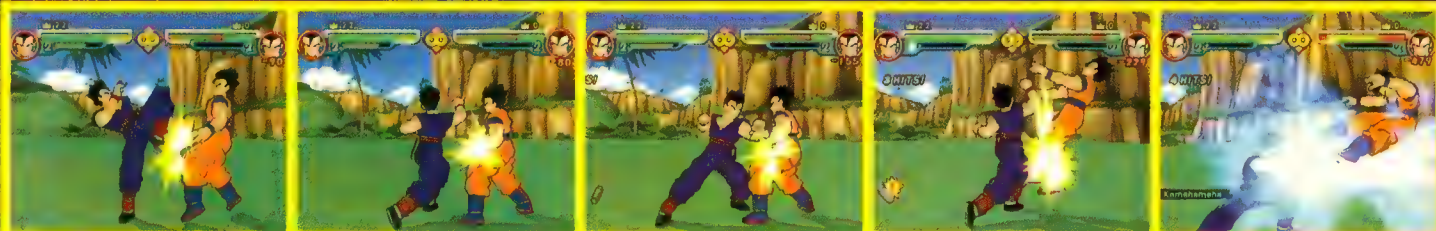
Shaking off the shackles of youth, Gohan® emerges more powerful and more well-rounded than his youthful counterparts. His various Kamehamehas combined with the very unpleasant (to enemies) Super Dragon Fist make him a force to reckon with.

ATTACKS/MOVES

Kamehameha (1 Ki Gauge)

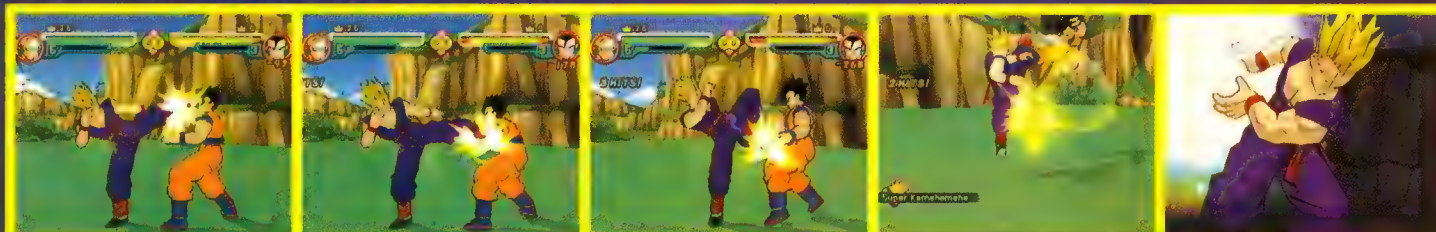


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Super Kamehameha (4 Ki Gauges)

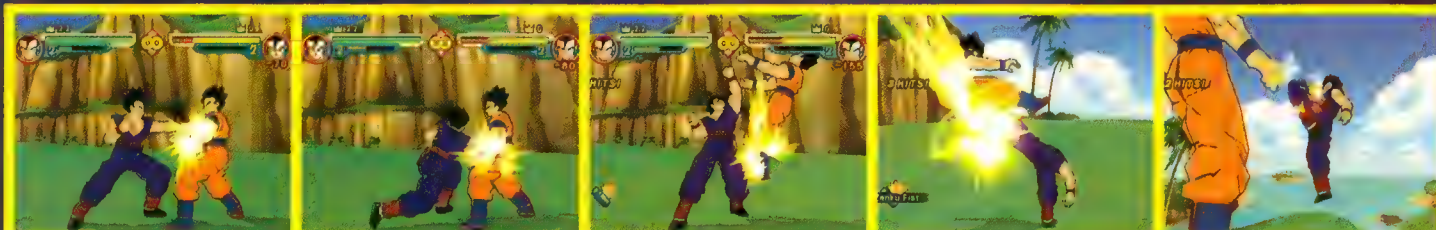


▲,▲,→+▲,▲,●



→+■,■,■,▲,●

Zanku Fist (1 Ki Gauge)



■,→+■,■,■,●

Continuous Kamehameha (2 Ki Gauges)



→+■,■,■,■,●

Devastation: Super Dragon Fist (2 Ki Gauges)



Typically, you'd think that Gohan®'s most powerful attacks would all primarily be energy-oriented attacks. Not so in the case of the Super Dragon Fist. Regardless, you certainly don't want to be anywhere near the receiving end of one of these as Gohan® pummels a foe, jackhammer-like, into the ground.



▲,▲,▲,→+▲,▲,●

Dream Match: Gohan[®] vs. Goten[®]



Sibling rivalries can cause pain in any family, and though these two never exhibited any such problems in this department, the possibility is that it could have been an issue. And, besides, it'd be more than a little interesting to see the youngest Super Saiyan matched against the individual who previously held that lofty title.

Who Wins:

Goten[®] is a powerful boy, but his lack of experience against Gohan's[®] extensive combat record dooms him.



GOTEN®



Goten® is the second son of Goku® and Chi-Chi™, and is Gohan's® little brother. Goten® loves to train in martial arts. He quickly develops incredibly strong powers (he naturally goes Super Saiyan) that enable him to fight alongside the adults as they defend Earth.

Goten's® best friend is Trunks®, who is about a year older. They are often seen together. Goten® goofs around when he fights, especially when fused with Trunks® as Gotenks®, when he makes up countless silly-named attacks.

Pure of heart, he quickly jumps into danger to help his friends and family.

STATS

HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIASES: SON GOTEN™, GOTEKNS™

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z®, EPISODE 186: I AM SAIYAMAN!

VOICED BY: KARA EDWARDS



1P/2P



Taunt



GENERAL STRATEGY



The second son of Goku®, Goten® isn't exactly a powerhouse character. While he makes for a difficult target because of his relatively short stature, he's not the first choice of the novice because of his restricted range of attacks and fast-fleeing Ki. Those looking for a challenge may want to give him a go.

ATTACKS/MOVES

Kamehameha (1 Ki Gauge)



Zanku Fist (1 Ki Gauge)



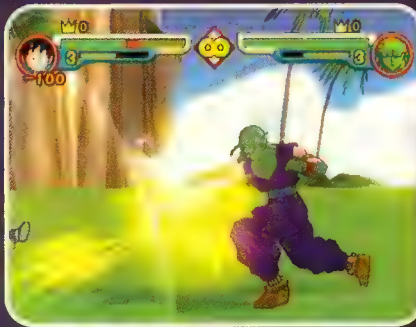
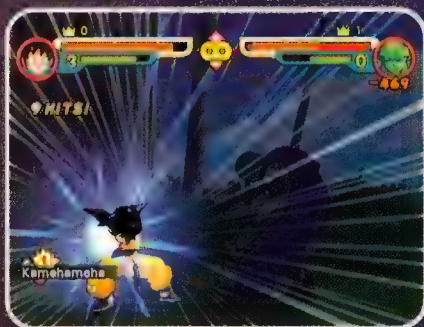
Dream Match: Goten™ vs. Piccolo™



Gohan® had to put up with Piccolo's™ torturous training, so why shouldn't the new kid on the block? At least Goten® doesn't have to be stranded on an island populated with ravenous dinosaurs, right?

Who Wins:

If he knows about Piccolo's™ little episode with Gohan®, then the match goes to Goten®, who might be desperate to avoid being bundled off to a dinosaur-populated island. Otherwise, Piccolo™.



Devastation: Continuous Kamehameha (2 Ki Gauges)



Being struck by one Kamehameha isn't a pleasant experience. Getting pounded ruins anybody's day. Gohan's® chief move is the Continuous Kamehameha. It's not overly spectacular, but it *does* get the job done.



→ + ■, ■, ■, ■, ●

KID TRUNKS[®]



Trunks[®] is the son of Bulma[™]—a headstrong, technical genius—and Vegeta[®]—one of the most powerful fighters in the *Dragon Ball Z*[®] universe. His exact age is not certain, but he first appears in *Dragon Ball Z*[®] in his mid- to late teens. He is from the future and has witnessed a threat to Earth which cannot be stopped in that time. He has come back in time to try to save the Earth of his time, only to find our heroes in Earth facing their own peril.

Much to the amazement of our friends, Trunks[®] immediately turns Super Saiyan and defeats Frieza[®] and King Cold[™]. He gives Goku[®] medicine to prevent his death from heart disease and tells them of Earth's coming predicament. The Z Fighters immediately go into training, and Trunks[®] returns to his own time.

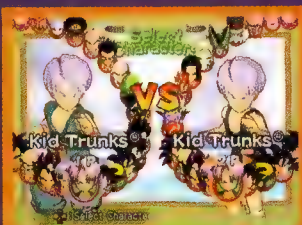
Trunks[®] returns to our timeline again in the Android[™] Saga to ensure that the Androids[™] do arrive on Earth. He is also born during this saga, so we have the opportunity to see him both as a teenager and a baby at the same time. He continues to exist as a boy and a teen until the end of the Cell[™] Saga, when the older Trunks[®] returns to his original timeline.

STATS

HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIAS: CHIBI TRUNKS[®]

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*[™], EPISODE 104: THE MYSTERIOUS YOUTH
VOICED BY: LAURA BAILEY



1P/2P



Taunt

NOTE

Kid Trunks[®] is the youthful version of the much-loved fighter from the future. He's not nearly as powerful as his older "sibling," however.

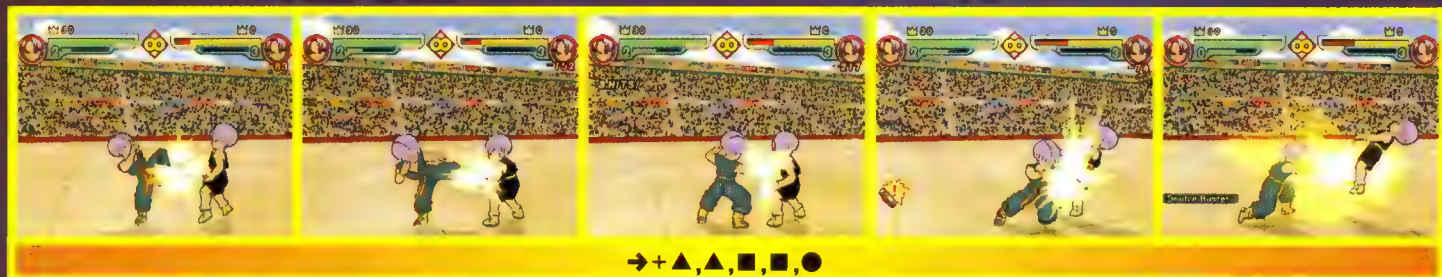
GENERAL STRATEGY



Kid or not, Trunks[®] is one tough customer. He has a surprisingly large repertoire of attacks, and can mix it up with the best of them. He's certainly among the more impressive of the pint-sized characters, but don't let that go to your head. He suffers the same general pluses and minuses of the other small warriors.

ATTACKS/MOVES

Double Buster (2 Ki Gauges)



Buster Cannon (1 Ki Gauge)



Blast Attack (2 Ki Gauges)



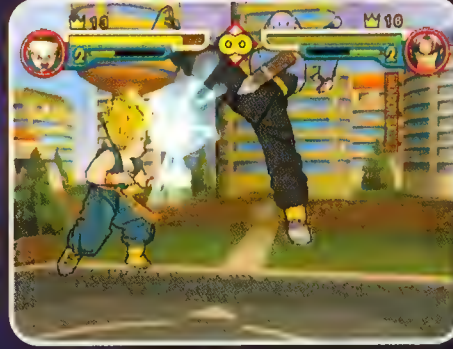
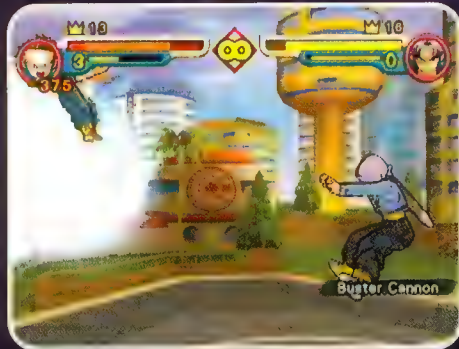
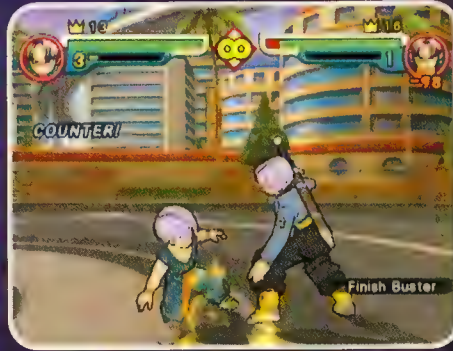
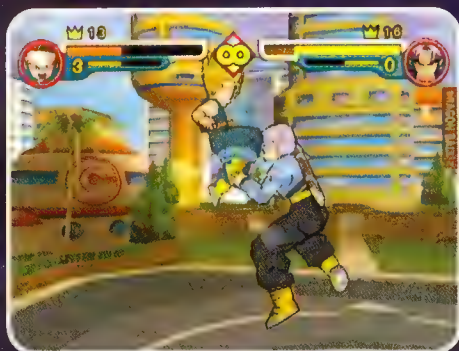
Dream Match: Kid Trunks® vs. Trunks®



It's not exactly fair, but it certainly would be interesting seeing two Trunks® from two timelines battling it out for complete supremacy and ultimate control of the name Trunks®.

Who Wins:

As much as anyone might like rooting for the underdog, elder Trunks® takes this one.



Devastation: Energy Burst (2 Ki Gauges)

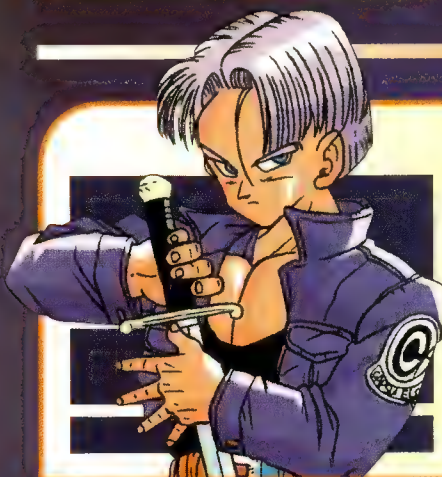


→+■,■,■,■,●

He grows up to wield such utterly devastating assaults as the Burning Attack, but Kid Trunks® has to make do with the Energy Burst to quell his desire for over-the-top mayhem. Let this loose and watch the trouble (for your foes) start.



TRUNKS[®]



Trunks[®] is the son of Bulma[™]—a headstrong, technical genius—and Vegeta[®]—one of the most powerful fighters in the *Dragon Ball Z*[®] universe. His exact age is not certain, but he first appears in *Dragon Ball Z*[®] in his mid- to late teens. He is from the future and has witnessed a threat to Earth which cannot be stopped in that time. He has come back in time to try to save the Earth of his time, only to find our heroes in Earth facing their own peril.

Much to the amazement of our friends, Trunks[®] immediately turns Super Saiyan and defeats Frieza[®] and King Cold[™]. He gives Goku[®] medicine to prevent his death from heart disease and tells them of Earth's coming predicament. The Z Fighters immediately go into training, and Trunks[®] returns to his own time.

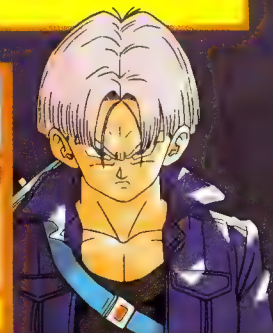
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STATS

HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*[®], EPISODE 104: THE MYSTERIOUS YOUTH
VOICED BY: ERIC VALE



GENERAL STRATEGY



Because he is the son of Vegeta[®], you know Trunks[®] has much to live up to. This time his sword (assuming you've acquired it) actually plays into his attacks.

You have more than one way to carry the fight, be it the Buster Cannon or Finish Buster attacks. If you really want to get this party started, unleash the Burning Slash to completely ruin someone's day (and, for that matter, night).

ATTACKS/MOVES

Buster Cannon (1 Ki Gauge)





Energy Burst (2 Ki Gauges)



Finish Buster (2 Ki Gauges)



Burning Attack (3 Ki Gauges)



Meteor Break (2 KI Gauges)



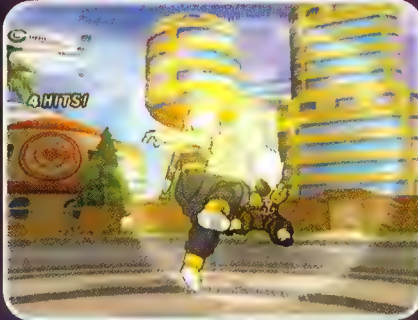
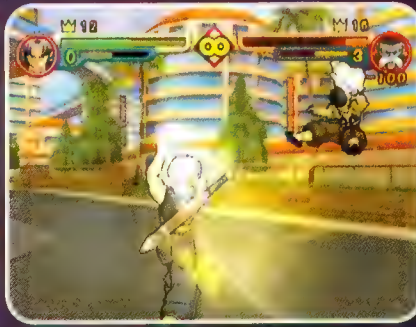
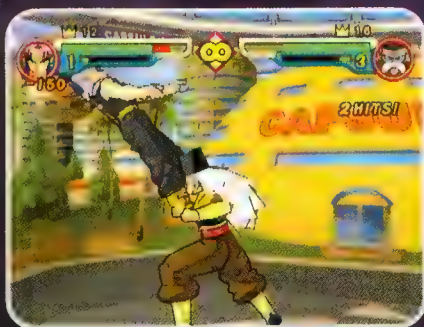
Dream Match: Trunks® vs. Android 20™



Dr. Gero's™ actions have directly led to the death of virtually every one Trunks® ever knew or cared about. This sadistic, monstrous old man deserves all the beatings coming to him...but, alas, he's long since been destroyed by his own "children."

Who Wins:

Trunks® would annihilate Android 20™ in a one-on-one match, minus the old man's monstrous aides at his side. Too bad he never got that chance far in the future.



Devastation: Burning Slash (4 Ki Gauges)

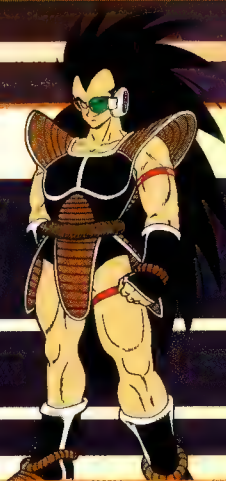


Trunks® took care of business with the Burning Attack in the last round of *Budokai™*, but this time out he has access to the Burning Slash to really, really wreak havoc. Sword in hand, he cuts a blazing path to victory while burning straight through 4 Ki gauges.



▲,▲,→+▲,■,●

RADITZ™



A strong, powerful Saiyan warrior, Raditz™ comes to Earth originally to look for Goku®, his brother. Angry and intolerant, Raditz™ can't understand why it has taken so long for his little brother to destroy the helpless humans. Ruthless like all the Saiyans, Raditz™ plays on Goku's® emotions by lying to him to avoid being destroyed. The minute he is saved however, he instantly turns on Goku®. His last words reveal that two even more powerful Saiyans will be coming to Earth in one year in order to destroy it. And, unfortunately, his Scouter (technologically advanced eyepiece which gives location and power rating of opponents) transmits information about the Dragon Balls to the Saiyans.

STATS

HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIAS: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 1: THE ARRIVAL OF RADITZ™
VOICED BY: JUSTIN COOK



1P/2P



Taunt

GENERAL STRATEGY



Raditz™ has a lot going for him, but his reliance on close-quarters attacks puts him at a distinct disadvantage in combat against foes who use a more distant attack.

Close the distance with potential prey very quickly when playing as Goku's® now-deceased elder sibling. If you can do that, he has an attack for just about every day of the week.

ATTACKS/MOVES

Double Sunday (1 Ki Gauge)



■, ■, ■, ■, ●



Saturday Crush (2 Ki Gauges)



Exciting Year (1 Ki Gauge)



Dynamite Monday (2 Ki Gauges)



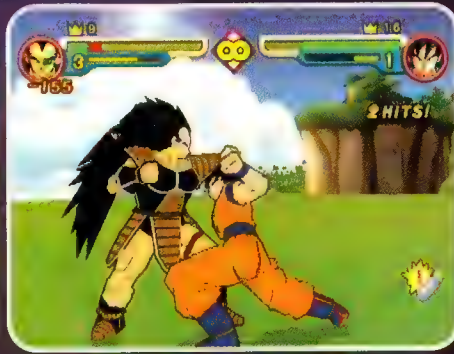
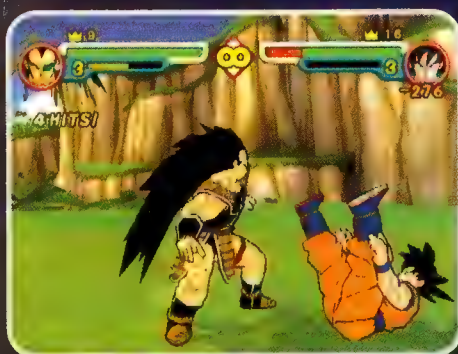
Dream Match: Raditz™ vs. Goku®



He's long since earned himself a spot in the HFIL, but Raditz™ probably longs for a chance to take another crack at Goku®—this time without the Namek Piccolo's™ help that ultimately ended with his demise.

Who Wins:

If we're talking about the time before Goku® ascended to Super Saiyan, then our Zenie is on Raditz™. If we're talking about *now*, well, do we even have to answer that question?



Devastation: Weekly Special (2 Ki Gauges)



As if it weren't bad enough getting bludgeoned all seven days of the week, Raditz™ wraps that all up with the Saiyan-powered mayhem of the Weekly Special. If you want to dish out the abuse, there's only one way to go.

▲,▲,→+▲,▲,●

VEGETA[®]



Vegeta[®] is a powerful Saiyan. He is a "Super Elitist" and a prince, the son of King Vegeta[®], past ruler of the Saiyans. Vegeta[®] and his comrade, Nappa[™], are two of the last surviving Saiyans. They come to Earth to destroy all life and sell the planet. Though physically smaller than Goku[®], Vegeta[®] can power up to unbelievable levels, destroying entire planets. He is a fierce rival of Goku's[®], striving always to seek power levels as high or higher than Goku's[®] and to reach Super Saiyan level. Ambitious and determined, Vegeta[®] wants the Dragon Balls to gain immortality. He is determined to destroy Frieza[®]. After the Namek[™] Saga, he fights on the side of the good guys and becomes the father of Trunks[®].

STATS

HEIGHT: 5'6"
WEIGHT: 160 LBS.
RACE: SAIYAN
ALIAS: PRINCE VEGETA[®]

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z[™], EPISODE 4: GOKU'S[®] UNUSUAL JOURNEY
VOICED BY: CHRISTOPHER SABAT



1P/2P



Taunt



GENERAL STRATEGY



You probably won't be surprised to hear that, ultimately, Vegeta[®] is one of the most powerful forces in the game. His huge range of attacks and his ability to power up make him a force of nature and one of the top five playable characters.

He can heap abuse upon insult upon injury without breaking a sweat and his more powerful attacks can lay waste to all but the most sturdy of enemy.

ATTACKS/MOVES

Galick Gun (1 Ki Gauge)



■, ■, ■, ■, ●



Final Flash (3 Ki Gauges)



Final Bash (1 Ki Gauge)



Meteor Flash (2 Ki Gauges)



Meteor Break (2 Ki Gauges)



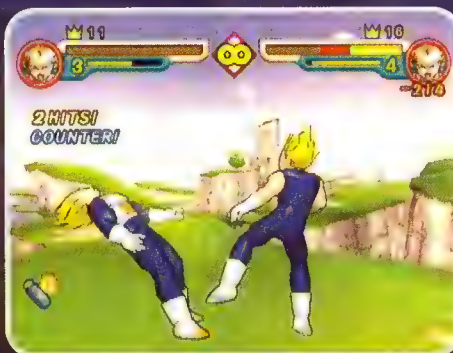
Dream Match: Vegeta® vs. Vegeta®



When it comes right down to it, we all know that there's really only one fighter in the universe that Vegeta® would ever consider his equal: himself. As long as we're dreaming, we can also imagine that if such a meeting were to take place, the resulting battle of egos would tear the universe asunder.

Who Wins:

Vegeta®, of course!



Devastation: Big Bang Attack (4 Ki Gauges)



▲,▲,→+▲,▲,●

Want to win friends and influence neighbors? Well, forget about winning friends, but influencing neighbors is certainly within Vegeta's® super-powered grasp when he unleashes his patented Big Bang Attack upon an unwary foe. It may be tricky to execute (and it eats Ki) but accomplishing it reduces most foes to raw, bloody stumps.



NAPPA™



Fellow warrior and Saiyan with Vegeta®, Nappa™ comes to Earth with Vegeta® to destroy it. This muscular Saiyan does much of the early fighting on Earth including eliminating Piccolo™, Yamcha®, Tien™, and Chiaotzu™ either directly or indirectly through the Saibamen™.

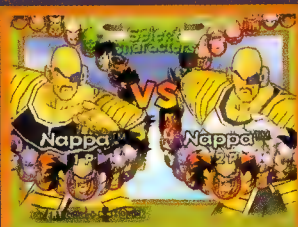
Nappa™ may have more brawn than brain and gets overexcited and careless when fighting. Vegeta coaches him to calm down and states that he can win the fight. It is during his Kamehameha beam attack on Gohan® and Krillin® that Goku® swoops in with his Kaio-Ken attack to thwart Nappa™. Nappa™ is inferior to and afraid of Vegeta®, and for good reason. When Nappa™ loses the fight to Goku®, Vegeta® turns on him and immediately eliminates him for his weakness.

STATS

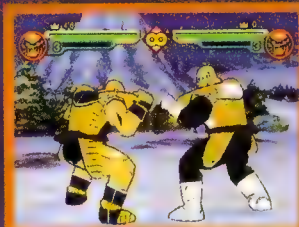
HEIGHT: XX
WEIGHT: XX
RACE: SAIYAN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 4: GOKU'S UNUSUAL JOURNEY
VOICED BY: PHIL PARSONS



1P/2P



Taunt

GENERAL STRATEGY



In a word: *strong*. Nappa™ is among the fiercest opponents in the entire game...in the right hands. The trick is, he's very hard to play effectively because of his plodding pace and lack of offensive energy attacks.

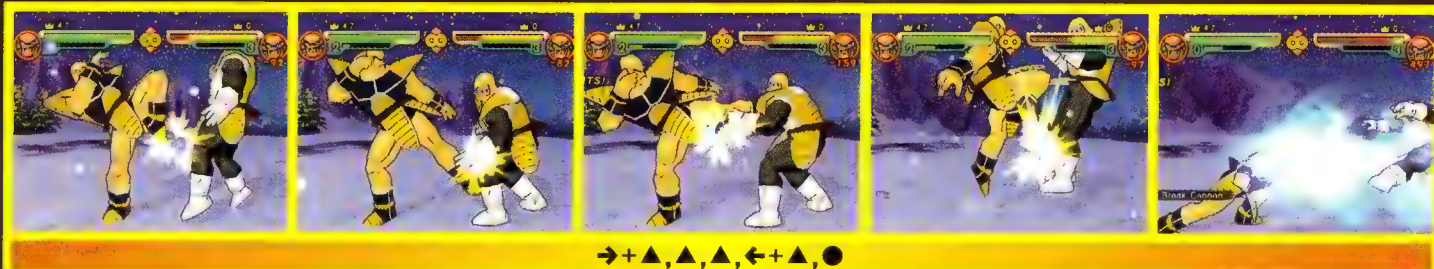
A good Nappa™ player closes the distance between himself and a foe without delay, using his superior resilience to get within striking distance.

ATTACKS/MOVES

Break Cannon (2 Ki Gauges)



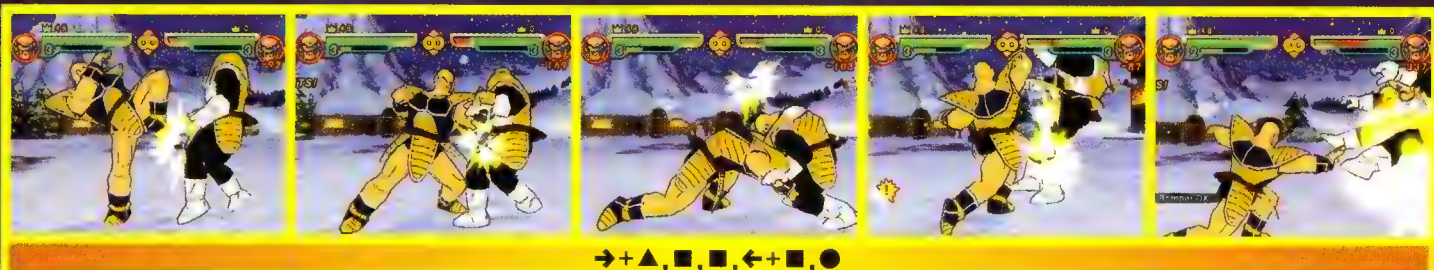
→+■,→+■,■,→+■,●



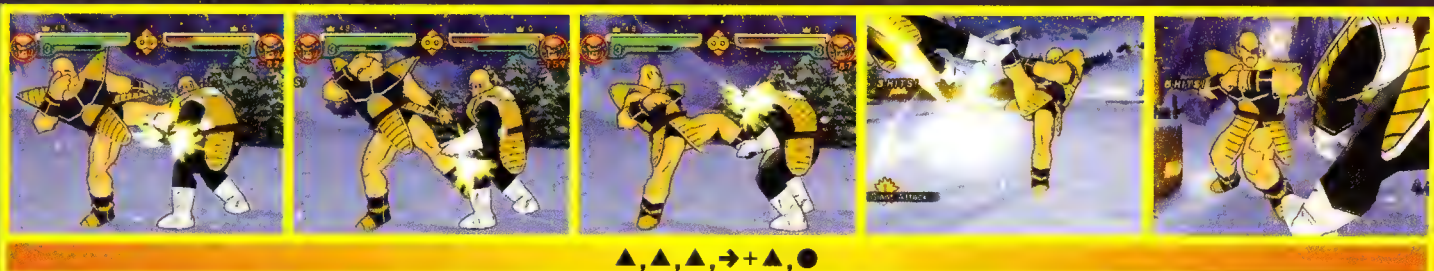
Bomber DX (1 Ki Gauge)



Warp Kamehameha (3 Ki Gauges)



Giant Attack (1 Ki Gauge)



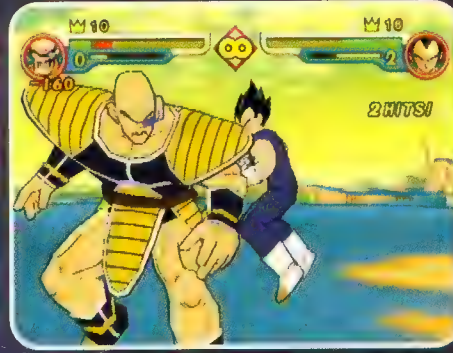
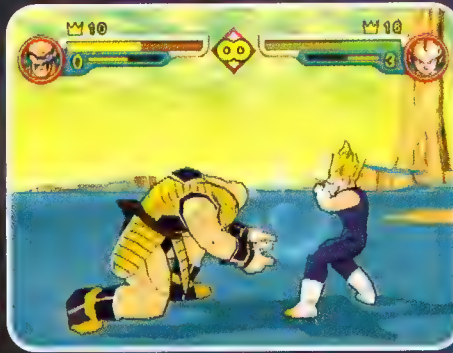
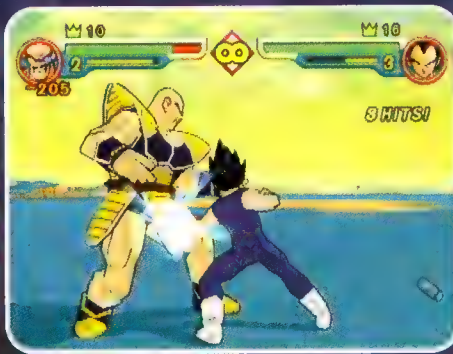
Dream Match: Nappa™ vs. Vegeta®



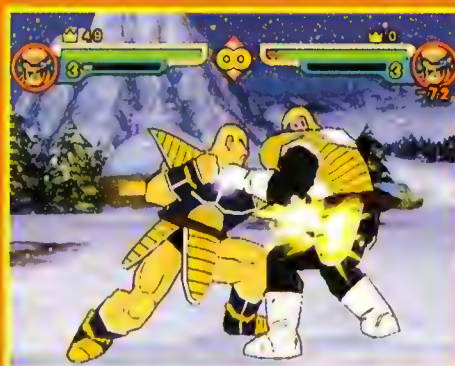
If you know how Nappa™ met his end, you wouldn't have to ask this question. For those who don't, Vegeta® was the one who laid Nappa™ to rest for failing to defeat Goku®, even though Nappa™ was Vegeta's® right-hand man.

Who Wins:

Given the ease with which he dispatched the lumbering oaf the first time, we give this one to Vegeta®. But never underestimate the power of revenge.



Devastation: Breakstorm (2 Ki Gauges)



Nappa™'s most devastating attack is the Breakstorm, a nasty, super-over-the-top, hand-to-hand assault that shatters bones and drains the color from even the hardest opponent's already chalk-white countenance. Landing this is tricky but when you do, it's trouble with a capital T.

■, ■, ▲, ●

HUMANS

THE HUMANS

They may not have the natural gifts of the Saiyans, but humans are a formidable lot with intense training. Krillin®, Tien™, and others have gone toe-to-toe with even the mightiest warriors and have come out intact (although, almost all have died at least once).

All in all, humans are a force to be reckoned with, as long as Goku® doesn't take *too* long to show up.



Krillin® p. 55



Tien™ p. 59



Yamcha® p. 63



Great Saiyaman™ p. 67

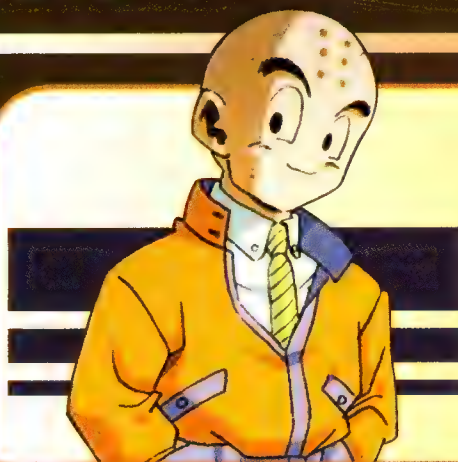


Hercule™ p. 71



Videl® p. 75

KRILLIN®



As a young boy, Krillin® studied martial arts with Goku® under Master Roshi®. Originally, he and Goku® were fierce rivals, but now they are best friends. A short, bald warrior, Krillin® provides comic relief in tense situations as he tries to keep up with Goku® and some of the other more powerful warriors.

A good fighter on his own accord, he's always there to help Goku®. He can and has saved his friend's life more than once. In fact, Krillin® unleashes an incredibly powerful energy blast shaped like a flying disk that can slice through mountaintops.

Goku® constantly encourages Krillin® to have confidence in his own abilities as Krillin® learns to be a remarkable fighter for an earthling. Loyal, courageous, and dedicated to his friends, Krillin® is willing to fight against the Saiyans even though he doesn't want to die and knows that he can't be brought back to life again by the Dragon Balls®. Krillin® and Gohan® become very close friends through their adventures on Earth and Namek™; Krillin® would do anything for Gohan®.

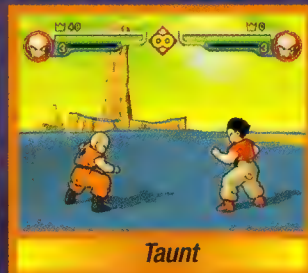
STATS

HEIGHT: 5'
WEIGHT: 105 LBS.
RACE: HUMAN
ALIASES: NA

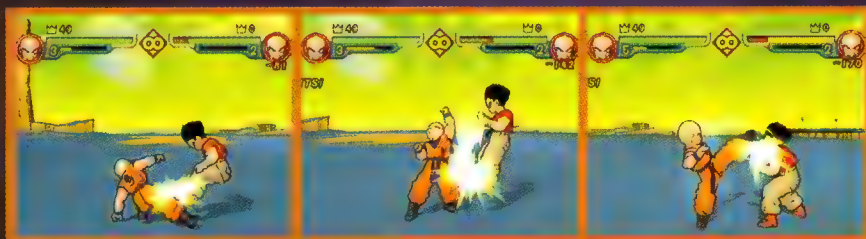
MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z™, EPISODE 1*
1: THE ARRIVAL OF RADITZ™

VOICED BY: DON (SONNY) STRAIT



GENERAL STRATEGY



Krillin® is speedy, speedy, speedy, but he suffers from a rapidly dwindling supply of Ki. Obviously, he's not among the most powerful in the game, and his range of attacks is fairly limited.

That being said, who doesn't love Krillin®, even if he can't actually hang with the more powerful warriors?

ATTACKS/MOVES

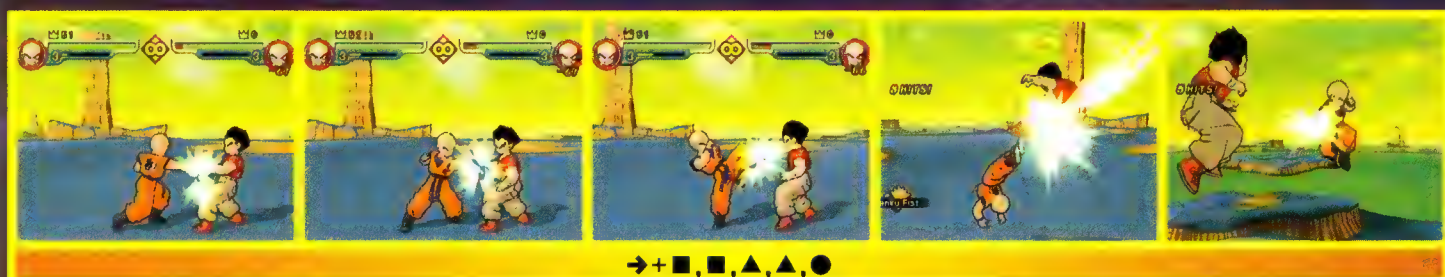
Kamehameha (1 Ki Gauge)



Destructo Disc (2 Ki Gauges)



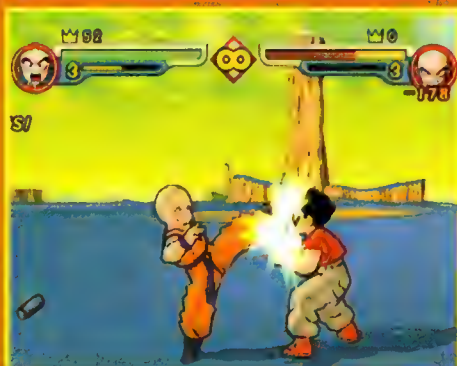
Zanku Fist (1 Ki Gauge)



Valiant Fist (2 Ki Gauges)



Devastation: Fierce Destructo Disc (3 Ki Gauges with Unlock Potential)



Krillin® steps up to the *Budokai 2™* plate with an upgraded edition of his trademark in the form of the Fierce Destructo Disc. Instead of nailing his foe with just one energy platter, he whales on them with a bevy of bright bludgeons.

▲, ▲, → + ▲, ▲, ●

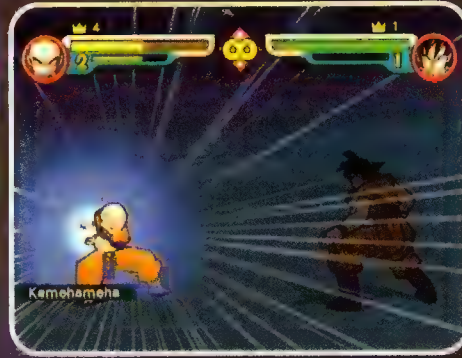
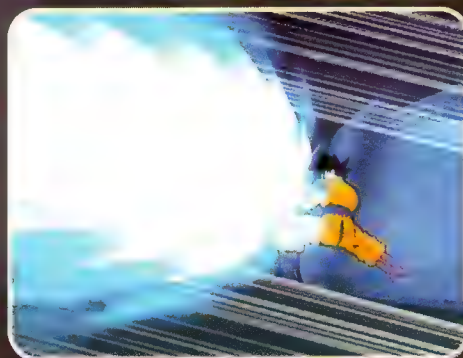
Dream Match: Krillin® vs. Goku®



It would be interesting to see two of Master Roshi's® students (and best friends) having a good-natured brawl... even with the lopsided odds in favor of everyone's favorite Saiyan son.

Who Wins:

Obviously, Goku® smashes Krillin® eight ways from Sunday: A bald pate is no substitute for raw, unfettered power no matter how fashionable it may be. Don't worry, Krillin®. We still love ya!



TIEN™



Tien™ is a three-eyed man intent on training to be strong. Originally trained by one of Master Roshi's® rivals, Tien™ switched sides and became a Z Fighter. He beat Goku® at a worldwide martial arts tournament, is able to stop a waterfall with a blast, and can crush rocks on his head. His fighting techniques include the ability to hover in the air, throw concentration bombs, blind with flashes of light, and split into two or four separate entities.

Tien™ is excited about being trained by Kami™ and is willing to fight against the Saiyans despite the odds. He volunteers to be the first to fight against the Saibamen™, wins the battle, and goes on to fight against the Saiyans. Tien™ can communicate telepathically with Chiaotzu™, his best friend.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: HUMAN
ALIASES: NA

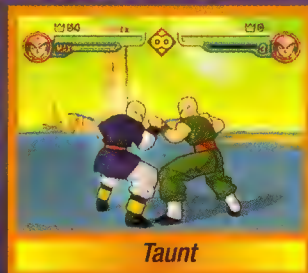
MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 9: PRINCESS SNAKE'S™ HOSPITALITY

VOICED BY: JOHN BURMEIER

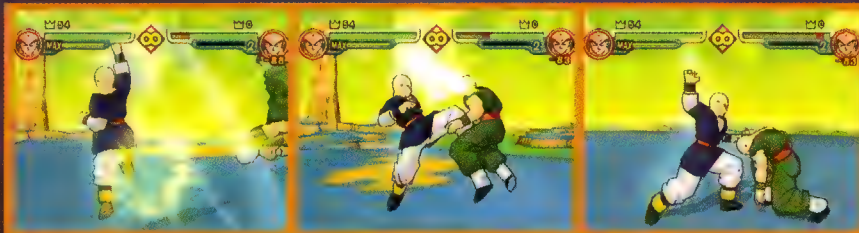


1P/2P



Taunt

GENERAL STRATEGY

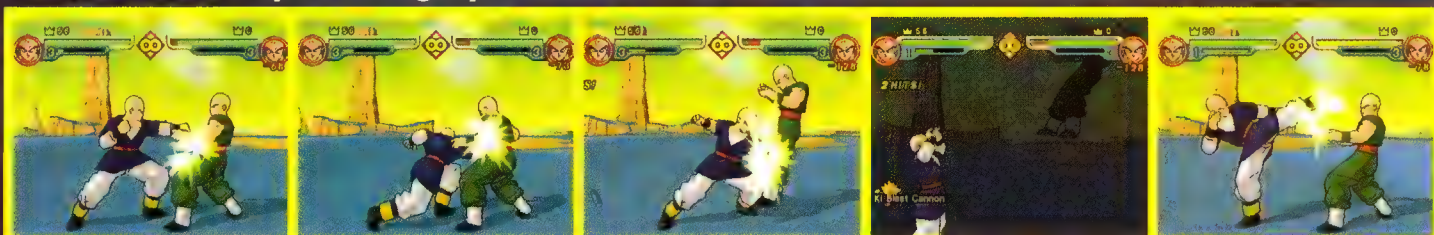


Tien™ is a well-rounded character with no shortcomings. He's middling in speed, power, and range of movements and attacks (though he leans a bit toward melee attacks).

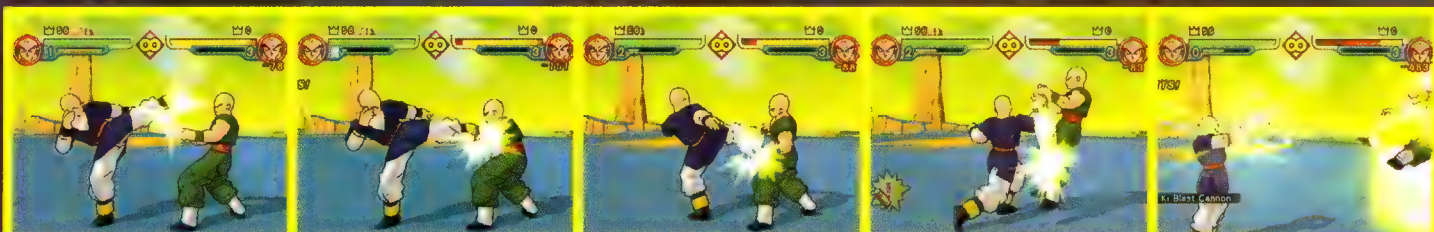
He's a fun character to use, if a bit limiting, but he is a good choice if you have a taste for characters that dole out damage on a fist-to-face basis.

ATTACKS/MOVES

Ki Blast Cannon (2 Ki Gauges)



■, → + ■, ■, ■, ●

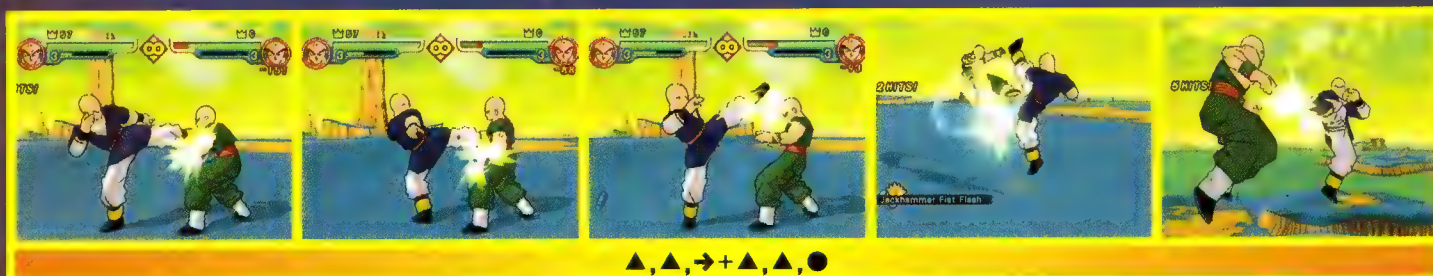


▲, ▲, → + ▲, → + ▲, ■, ●

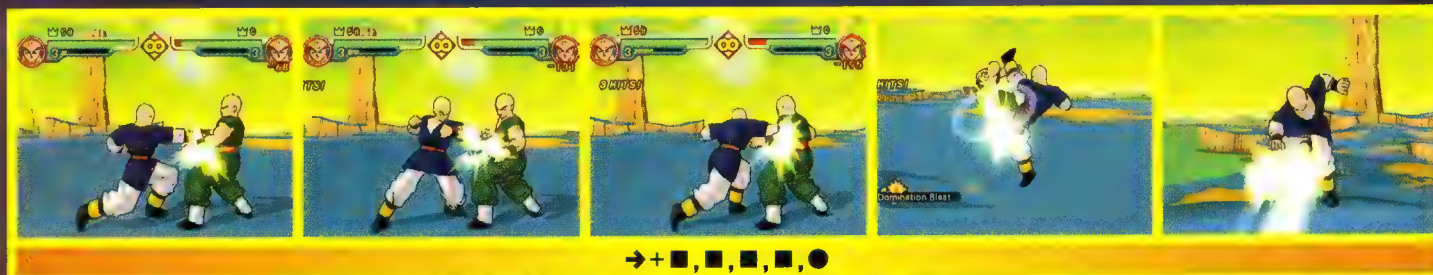
Dodomba (1 Ki Gauge)



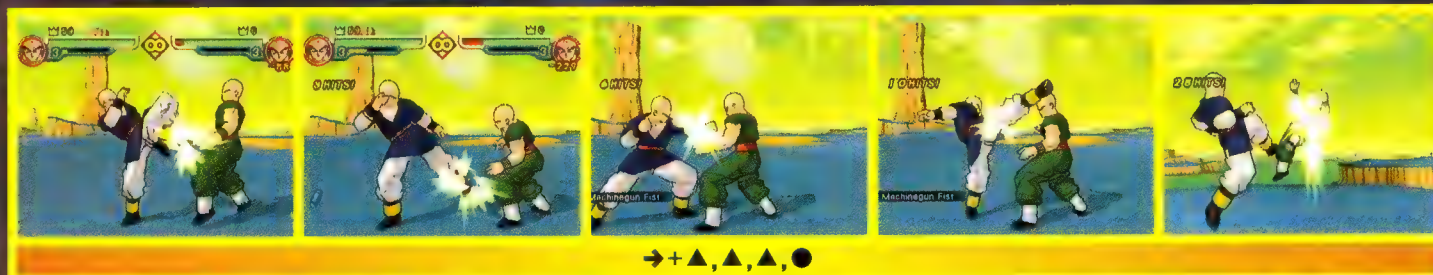
Jackhammer Fist Flash (1 Ki Gauge)



Domination Blast (2 Ki Gauges)



Machinegun Fist (2 Ki Gauges)



Devastation: Volleyball Fist (2 Ki Gauges)

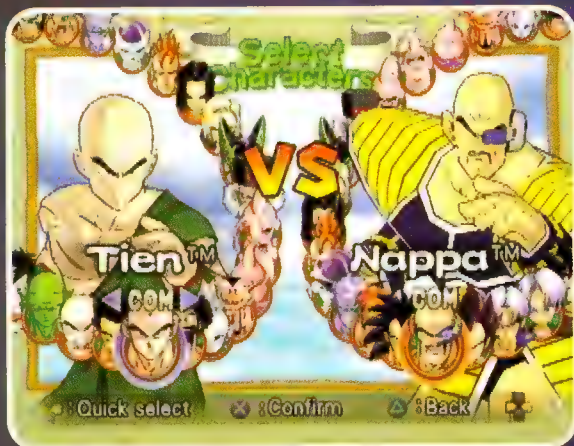


Who knew Tien™ was such a fan of volleyball? Anyone on the receiving end of his devastating Volleyball Fist certainly does.

After a flurry of hits and kicks, Tien™ launches his opponents into the air, tags 'em with a few well-placed digs, then serves them up with a heaping helping of dirt pie.

→ + ■, ■, ■, ▲, ●

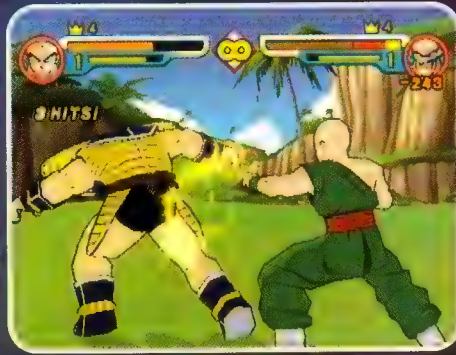
Dream Match: Tien™ vs. Nappa™



Revenge, plain and simple. Anyone else remember what happened to Tien's™ friend Chiaotzu™ when Nappa™ showed up?

Who Wins:

Considering that Nappa™ pretty much tooted Tien™ the first time around, the odds in a second match probably aren't in Tien's™ favor. But we're confident that, given a second chance, Tien™ would find a way to exact his revenge.



YAMCHA®



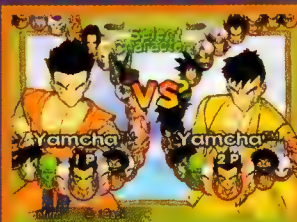
Yamcha® is a longtime friend and ally of Goku's®, though he was once a notorious bandit. He is sometimes accompanied by Puar™, his devoted cat companion. He is anxious and willing to be trained by Kami™ and to join the upcoming battle against the Saiyans even though he understands that the odds will be against them. In the heat of battle, Yamcha® volunteers to fight the Saibamen™ instead of Krillin® because Krillin® has already been brought back to life by the Dragon Balls®. He and Bulma™ were once together, and often illicit sparks fly for each other. Eventually Bulma™ moves on to Vegeta®. Yamcha® is defeated during battle with the Saibamen™, and trains in the "Next Dimension" under King Kai™.

STATS

HEIGHT: 6'
WEIGHT: 151 LBS.
RACE: HUMAN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z™, EPISODE 6: GOHAN™ MAKES A FRIEND*
VOICED BY: CHRISTOPHER SABAT



1P/2P



Taunt

GENERAL STRATEGY



Yamcha® is a mid-range fighter, like Tien™, and his only bad points are some delays on his more powerful attacks. Take this into account for his various wolf-derived attacks, because a smart foe sees these coming from miles away.

ATTACKS/MOVES

Kamehameha (1 Ki Bar)



→+▲,■,■,■,●

Wolf Fang Fist (1 Ki Gauge)



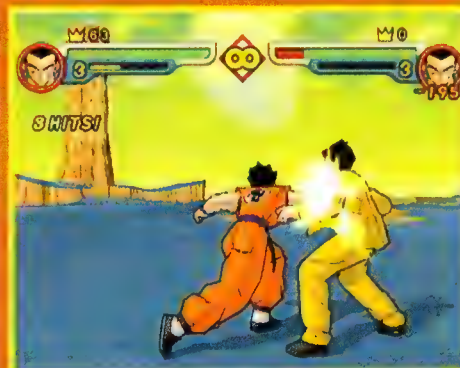
Spirit Ball Attack (3 Ki Gauges)



Wolf Slice Fist (1 Ki Gauge)



Devastation: Wolf Fang Blast (2 Ki Gauges)



Yamcha's® most devastating attack is the dreaded Wolf Fang Blast. This over-the-top mélange of melee strikes and energy blasts is easy to see coming, but it delivers a decent amount of damage.



→ + ■, ■, ■, ●

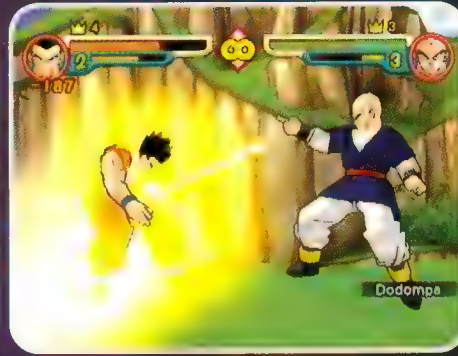
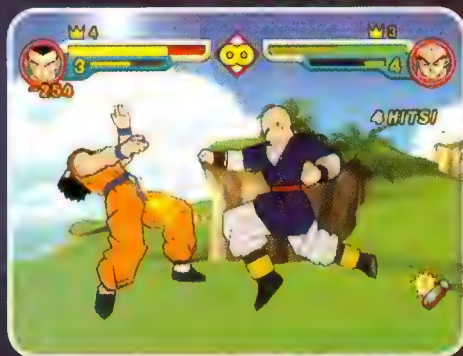
Dream Match: Yamcha™ vs. Tien™



At one time, Tien™ actually bested one of Master Roshi's® other students—a fellow by the name of Goku®. That was a *long* time ago, but if you were Yamcha®, wouldn't you be wondering if you could take the guy who once beat the man?

Who Wins:

The problem here is that Yamcha®, typically, is too busy playing baseball, hanging out with Puar™, or getting worked over by the latest villain to show up. Remember when Nappa™ and Vegeta® arrived? How about when the Androids™ first showed up? Who went down in 30 seconds? Hint: It wasn't Tien™.



GREAT SAIYAMAN™



NOTE

Although Great Saiyaman™ is merely an alter ego for Gohan®, the world believes him to be human so he's placed here for organizational purposes.

During high school, Gohan® adopts a secret identity when fighting bad guys: the Great Saiyaman™. He transforms into the Great Saiyaman™ with a simple push of a button on his Transformation Band watch. Initially Great Saiyaman™ wears a helmet, but Gohan® eliminates this from his wardrobe when entering the World Martial Arts Tournament, as any type of armor is not allowed. After eliminating his helmet, Great Saiyaman™ uses a scarf and sunglasses instead.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: SAIYAN
ALIASES: SON GOHAN®, GOHAN®

MISCELLANY

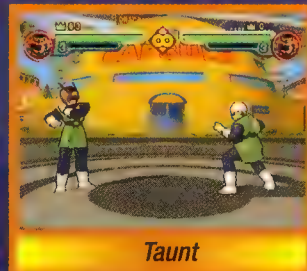
FIRST APPEARANCE: DRAGON BALL Z™, EPISODE

186: I AM SAIYAMAN™

VOICED BY: KYLE HEBERT



1P/2P



Taunt



GENERAL STRATEGY



Great Saiyaman™ is an interesting character, if only because he's really Gohan® in disguise. He's also one of the most melee attack-focused characters in the game, eschewing Gohan's® energy attack for the more visceral thrill of hand-to-hand combat.

That being said, this makes him and his Saiyan alter ego almost as different as night and day—you need to use his speed to get in close to deliver the most damaging attacks.

ATTACKS/MOVES

Justice Punch (1 Ki Gauge)



■, ■, ■, ■, ●

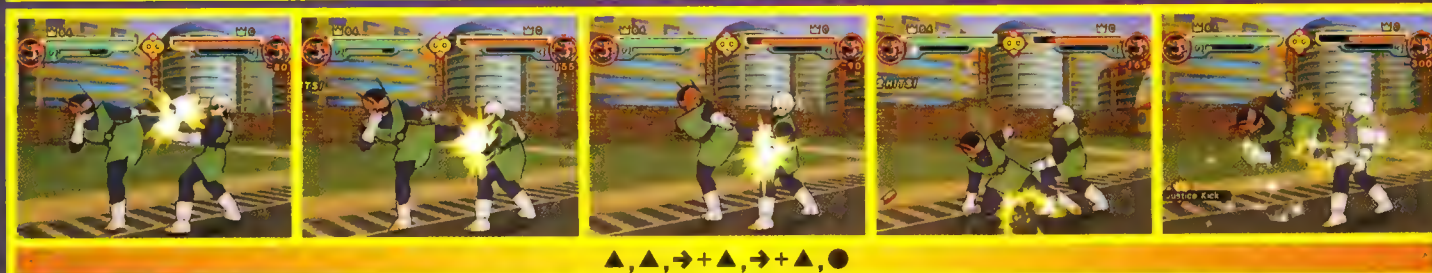


→ +▲, ■, ■, ■, ●

DRAGON BALL Z BUDOKAI 2 武道会 2

PRIMA'S OFFICIAL STRATEGY GUIDE

Justice Kick (1 Ki Gauge)



Justice Pose (3 Ki Gauges)



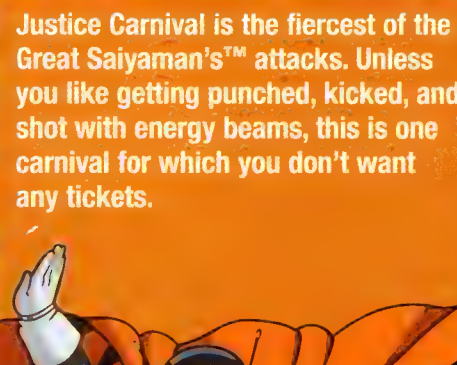
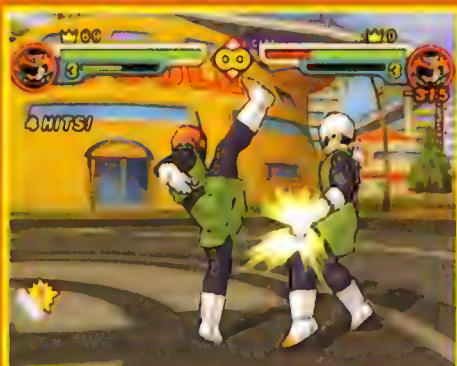
Justice Finisher (1 Ki Gauge)



Justice Flash (2 Ki Gauges)



Devastation: Justice Carnival (3 Ki Gauges)



Justice Carnival is the fiercest of the Great Saiyaman's™ attacks. Unless you like getting punched, kicked, and shot with energy beams, this is one carnival for which you don't want any tickets.



→+▲,▲,▲,●

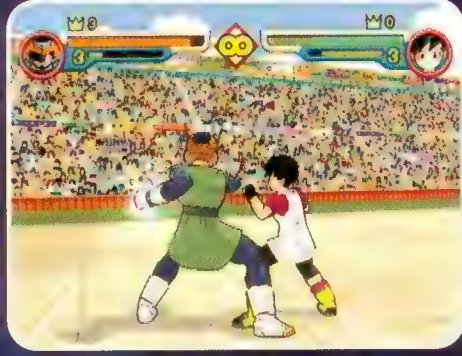
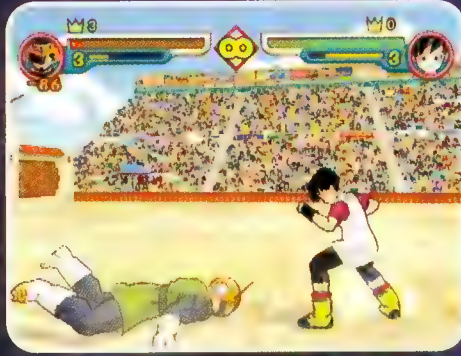
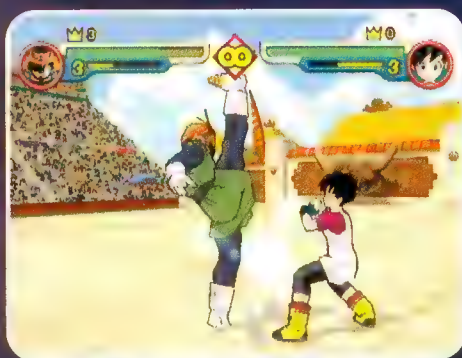
Dream Match: Great Saiyaman™ vs. Videl®



If you were a super hero at your local high school and someone blackmailed you when they found out your secret identity, you'd be pretty ticked off, too.

Who Wins:

Clearly, if Gohan-, err, Great Saiyaman™ decides to dig in and really use his power, Videl® can kiss living goodbye. That would be unfortunate, seeing as how they wind up getting married and producing Pan™.



HERCULE™



An expert at PR, Hercule™ has always been a champion at gaining credit for himself. He is not always the tough guy he appears to be: In fact, he can be quite cowardly. He was the World Martial Arts Champion of the previous tournament and manages to win the title again by doing a side deal with Android 18™, the other finalist for the championship title.

Despite his faults, he does the Earth a good turn. He befriends Buu™, eventually convincing Buu™ to stop hurting the people of Earth. Unfortunately, this pledge does not last when Buu™ becomes angry because his puppy is hurt.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: HUMAN
ALIAS: MR. SATAN™

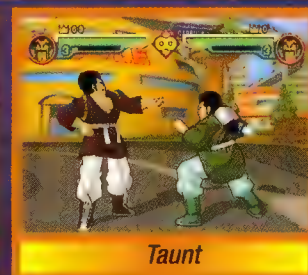
MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*™, EPISODE 158: DENDE'S™ DRAGON

VOICED BY: CHRIS RAGER

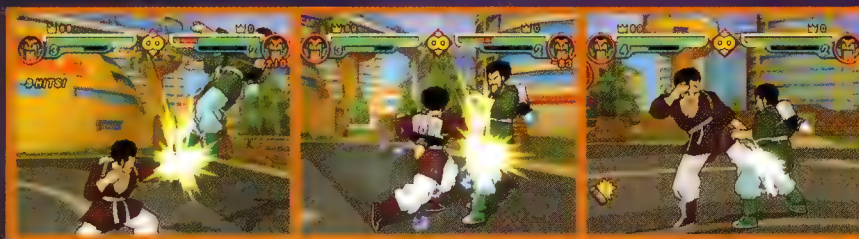


1P/2P



Taunt

GENERAL STRATEGY



Hercule™ is played for laughs in the *Dragon Ball Z*™ saga. Between delivering some wacky offensive flourishes, he is an interesting choice of character because some of his attacks are quite damaging.

That said, don't spend too much time with a character whose primary role has always been comic relief.

ATTACKS/MOVES

Dynamite Kick (1 Ki Gauge)



▲, ▲, ▲, ●



→ + ■, ■, ■, ■, ●

Rolling Attack Hercule™ Punch (1 Ki Gauge)



■, ■, ■, ■, ●



→ + ▲, ■, ■, ■, ●

Hercule™ Special (4 Ki Gauges)



→ + ■, ■, ■, ▲, ●

Hercule™ Critical Attack (1 Ki Gauge)



■, → + ■, ■, ■, ●

Hercule™ Ultra Dynamite (2 Ki Gauges)



→ + ▲, ▲, ▲, ▲, ●

Devastation: Present for You (3 Ki Gauges)



As was the case with the first title in the Budokai™ saga, Hercule's™ primary move is the Present for You. It's nearly unmatched for its comedic power, but its actual damage-doling ability is nothing to laugh at.

▲, → + ▲, → + ▲, ●

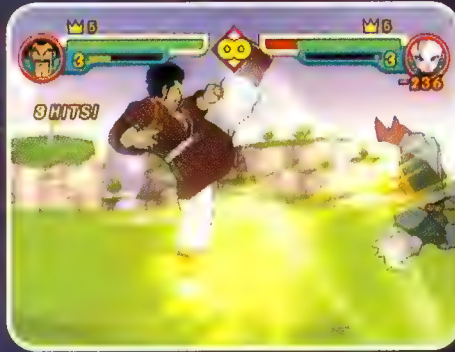
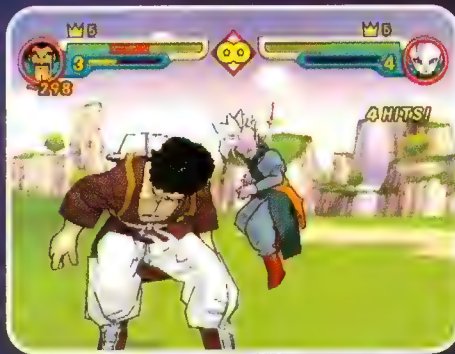
Dream Match: Hercule™ vs. Supreme Kai™



Hercule™ desperately needs the kind of training that only the Supreme Kai™ can provide. Besides, it's always fun watching Hercule™ get worked over and then bending and twisting that fact to suit his purposes.

Who Wins:

In a straight fight, Hercule™ gets beaten, bludgeoned, and annihilated in about .5 seconds (Remember when he went up against Cell™? This would be worse.). Maybe he'd manage to pick up some points along the way. Or not.



VIDEL[®]

Videll[®], who is 17 years old, is an expert at martial arts. She is the daughter of Hercule[™], the Martial Arts Champion of the World. Videll[®] attends Orange Star High School with Gohan[®]. She is often called upon by the city to aid in police matters.

She is determined to unmask the Great Saiyaman[™]. When she finds out that it is Gohan[®], she threatens to tell everyone his secret unless he joins the upcoming tournament. Gohan[®] also teaches her how to fly.

Videll[®] fights in the World Martial Arts Tournament. At Gohan's[®] suggestion, she cuts her hair before the tournament. Eventually, Videll[®] marries Gohan[®] and they have a daughter, Pan[™].

STATS

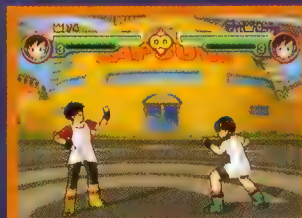
HEIGHT: NA
WEIGHT: NA
RACE: HUMAN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*[®], EPISODE 210: GOHAN[®] GOES TO HIGH SCHOOL
VOICED BY: KARA EDWARDS



1P/2P



Taunt

GENERAL STRATEGY

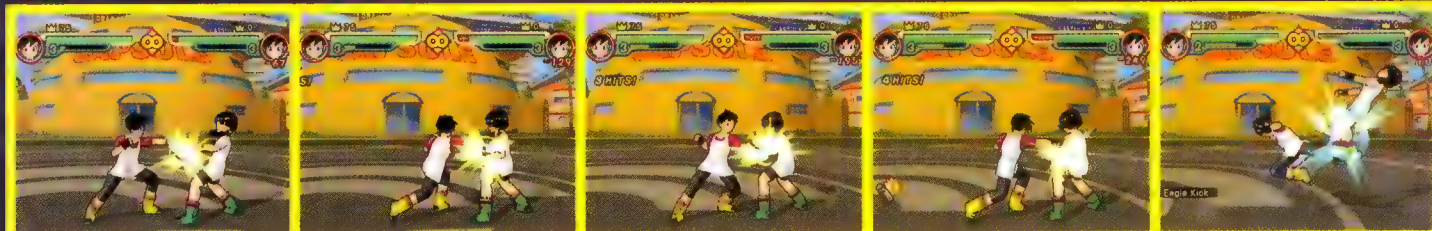


It's not easy being the daughter of the laughing stock of the *Dragon Ball Z*[®] universe, but Videll[®] manages to pull it off with style and aplomb.

Primarily a melee-based character, Videll[®] is very quick and deals out respectable amounts of damage. She's also quite fun to play, but she's definitely *not* a top-tier fighter.

ATTACKS/MOVES

Eagle Kick (1 Ki Gauge)



■, ■, ■, ■, ○



→ + ▲, ■, ■, ■, ○

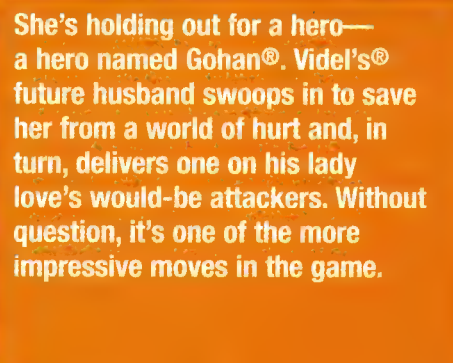
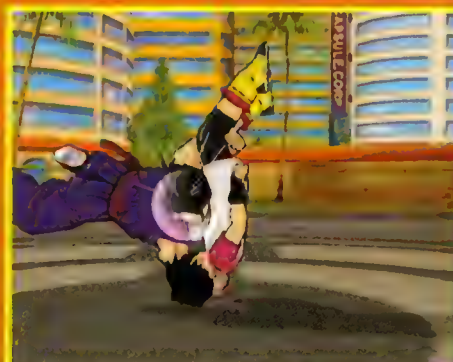
Leopard Shoot (1 Ki Gauge)



Falcon Rush (2 Ki Gauges)



Devastation: Videl's Close Call (4 Ki Gauges)



She's holding out for a hero—a hero named Gohan®. Videl's® future husband swoops in to save her from a world of hurt and, in turn, delivers one on his lady love's would-be attackers. Without question, it's one of the more impressive moves in the game.

▲, ▲, → + ▲, ▲, ●

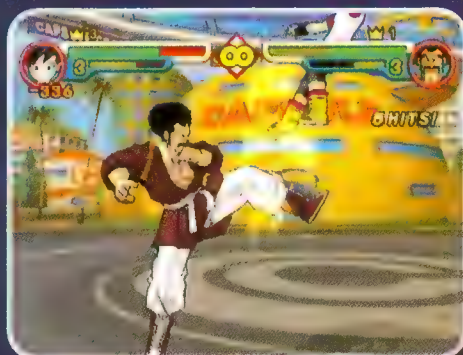
Dream Match: Videll™ vs. Hercule™



She's a teenage girl and he's her father—they're going to be fighting anyway, they may as well just cut to the chase.

Who Wins:

More than likely Hercule™ gets worked over (mainly because he always does). Never mind that no sane man would strike his daughter under any circumstance—even if she was hitting him because he wouldn't let her stay out past her curfew.



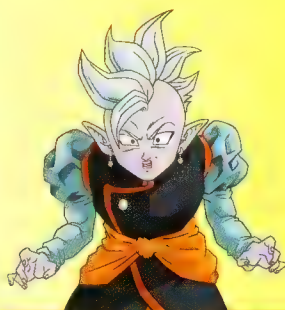
ALIENS

THE ALIENS



Piccolo™

p. 80



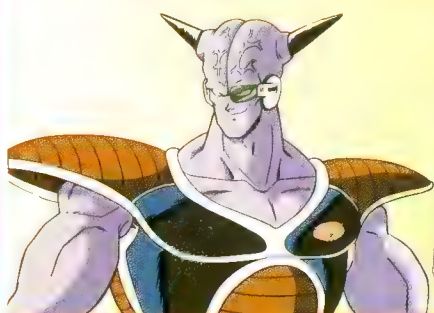
Supreme Kai™

p. 84



Frieza®

p. 88



Captain Ginyu™

p. 92



Recoome™

p. 96



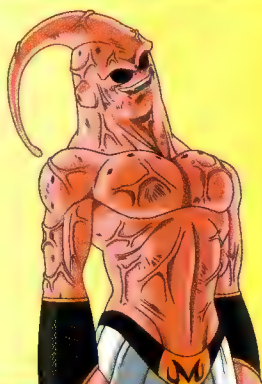
Dabura™

p. 100



Majin Buu™

p. 104



Super Buu™

p. 108



Kid Buu™

p. 112

Whether they hail from beyond the confines of Earth or from other dimensions, the world of *Dragon Ball Z*® is populated with scores of Aliens. While Saiyans are human-like in their characteristics, the Aliens feature such characteristics as antennae and bizarre skin pigmentations (not to mention horns, tails, and other utterly inhuman elements). Most also aren't very fond of humans (even Piccolo™ wasn't friendly at first). Certain Nameks™ generally are the lone exceptions.

PICCOLO™



Goku's® one-time archenemy, Piccolo™ is the second strongest being on the Earth, born as a concentration of Kami's™ negative spirits. He has powerful energy blasts, can split into two or four separate entities, and has the ability to regenerate limbs. He is often seen in a white cape. Originally from the faraway planet Namek™ (although Piccolo™ doesn't know this for a long time), Piccolo™ starts off fighting Goku® to rule the world. When the Saiyans arrive he joins forces with Goku®. At first it is an uneasy alliance, but as the story unfolds, their bond becomes stronger.

While training Goku's® son, Gohan®, for the upcoming battle against the Saiyans, Piccolo™ develops a special bond with Gohan™. Through Gohan™, the only person who has ever been a friend to him, Piccolo™ starts changing character for the better. He ends up sacrificing his own life to save Gohan®.

While battling with Frieza®, Piccolo™ merges with Nail™, the last of the Namekian™ warriors and former guardian of Guru™. From this merging, Piccolo™ gains Nail's™ ancient Namek™ fighting style, greatly enhancing Piccolo's™ powers and abilities.

STATS

HEIGHT: 6'2"
WEIGHT: 185 LBS.
RACE: ALIEN
ALIAS: KAMICOLOR™

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z, EPISODE 1: THE ARRIVAL OF RADITZ™*

VOICED BY: CHRISTOPHER SABAT



1P/2P



Taunt



GENERAL STRATEGY

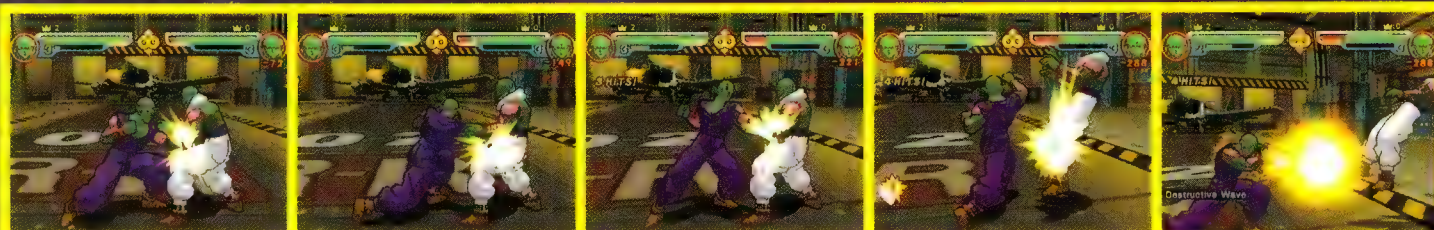


No surprises here: As was the case in the first Budokai™, Piccolo™ is one of the most powerful and most versatile characters in the game, befitting his popularity and status in the Dragon Ball Z® pantheon of heroes.

His wide range of energy attacks, coupled with an equally impressive array of hand-to-hand assaults, make him one tough customer to face off against.

ATTACKS/MOVES

Destructive Wave (1 Ki Gauge)



■, ■, ■, ■, ●



→+■,→+■,■,→+■,●

Light Grenade (2 Ki Gauges)



→+▲,■,■,←+■,●

Hellzone Grenade (4 Ki Gauges)



▲,▲,▲,→+▲,●

Instant Killquick (1 Ki Gauge)



■,■,▲,●

Fierce Ranma (2 Ki Gauges)



→+▲,▲,▲,●

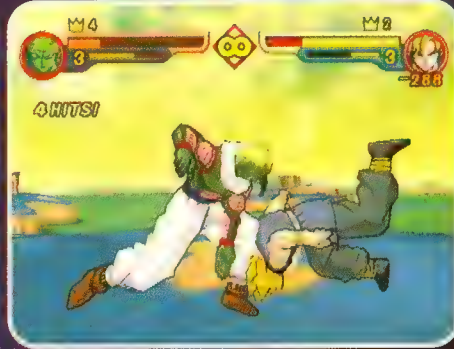
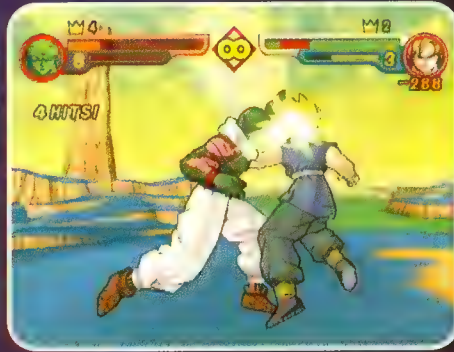
Dream Match: Piccolo™ vs. Goku®



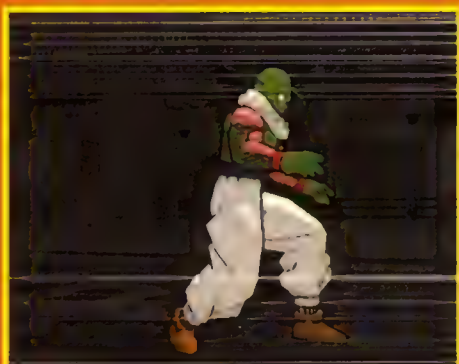
Considering that they were once arch-enemies and they never directly came to blows in the *Dragon Ball Z*® saga, this is a fight that needs to happen.

Who Wins:

It's a foregone conclusion that Goku® would take this one, but the fight would be one for the record books, making Goku's® brawls against Frieza® and Cell™ (among others) look tame in comparison.



Devastation: Special Beam Cannon (3 Ki Gauges)



One of the coolest attacks in the entire *Dragon Ball Z*® Saga, Piccolo's™ Special Beam Cannon has proven to be among the most powerful (managing to slay Goku® and Raditz™ in one fell swoop) and most visually impressive attacks in *Budokai 2*™. Keep in mind that you have to charge the attack yourself by rotating the left analog stick rapidly upon initiation.



→+■,■,■,→+■,●



SUPREME KAI™

The Supreme Kai™ is the highest ruler remaining after Buu's™ elimination of the other Kais years ago. He becomes the Supreme Kai by default, ruling over Grand Kai™ and thus all life in the universe. He comes to Earth during the World Martial Arts Tournament to warn Goku® about Babidi's™ plan to revive Buu™ and to prevent it from happening.

STATS

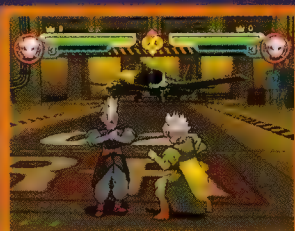
HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z, EPISODE 223: BIG TROUBLE, LITTLE TRUNKS*
VOICED BY: KUMI WILLIAMS



1P/2P



Taunt

GENERAL STRATEGY



Upon first glance, the Supreme Kai™ may not look like much, given his lack of ranged attacks and fairly small stature. Probe beneath the obvious outer trappings and you find a fighting dynamo, eager (and quite able) to tangle with the best of the best.

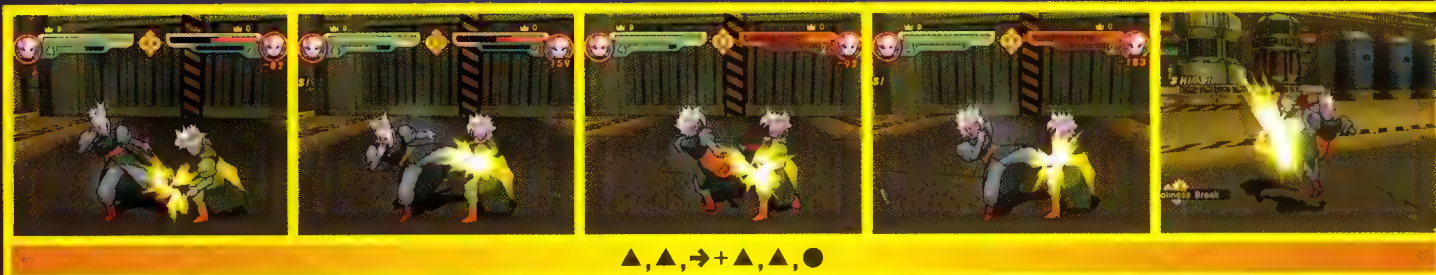
Strategic use of his Shockwave attack to keep foes at bay and his blistering array of melee attacks keeps even the most determined foe on his or her toes.

ATTACKS/MOVES

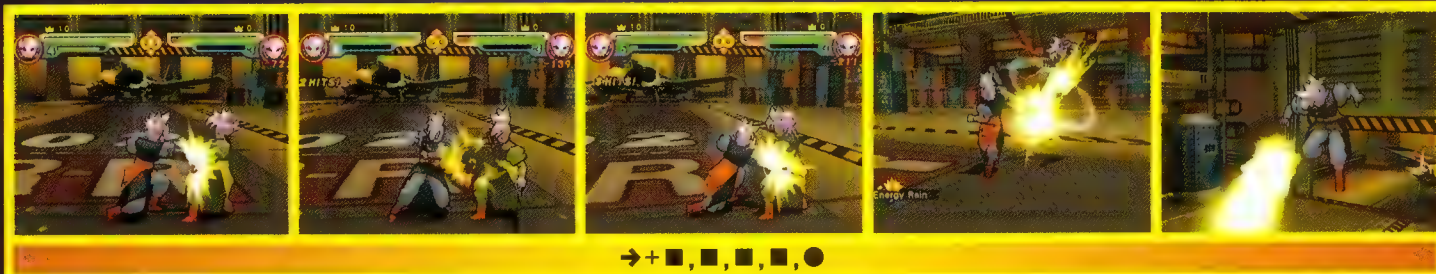
Shockwave (1 Ki Gauge)



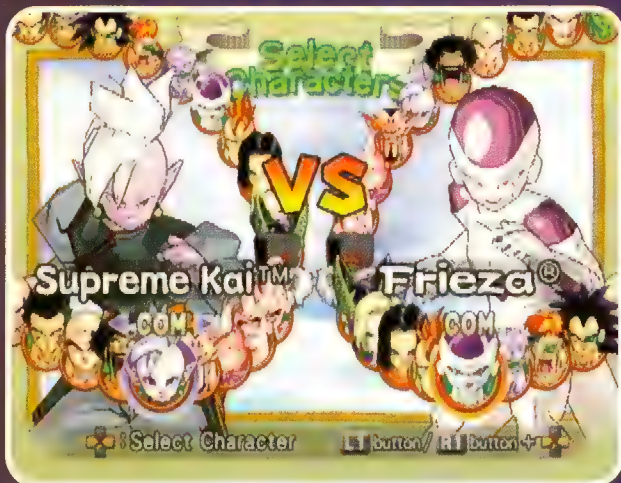
Holiness Break (1 Ki Gauge)



Energy Rain (2 Ki Gauges)



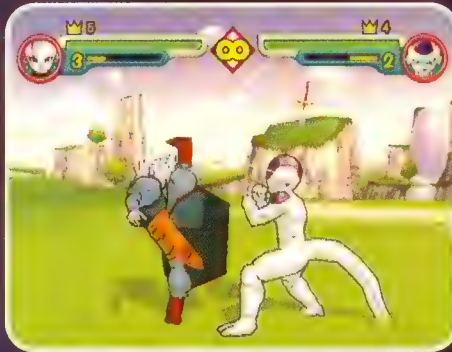
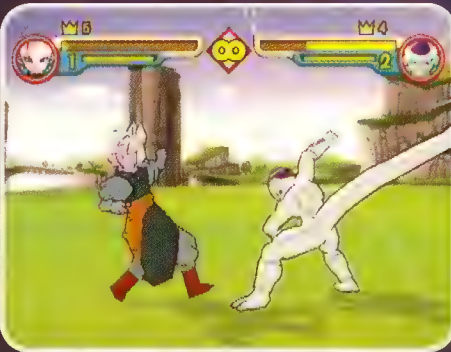
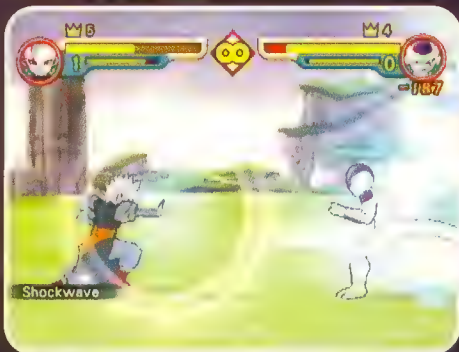
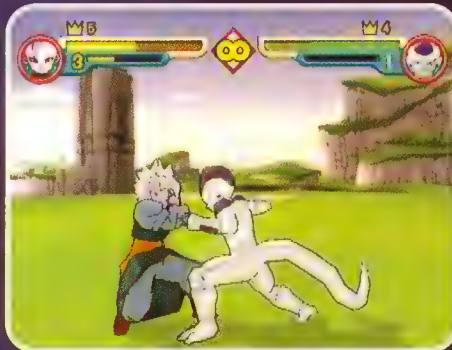
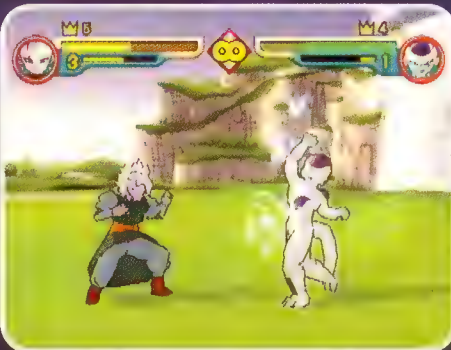
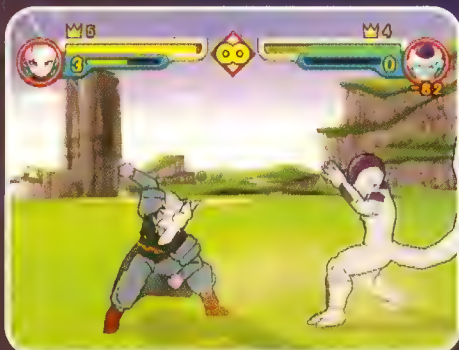
Dream Match: Supreme Kai vs. Frieza



Frieza® can never be beaten often enough—dead or not. This vile creature was a blight upon the universe. Going a few rounds with the Supreme Kai™ would only be a drop in the bucket of the great penance parade he should have to do.

Who Wins:

Are you kidding? Trunks™ stomped the bejeezus out of this shiny white scab—the Supreme Kai™ would eliminate him in two shakes of his earrings.



Devastation: Majestic Rush (2 Ki Gauges)



One of the most devastating melee attacks in the game, the Supreme Kai's™ Majestic Rush not only mites out impressive damage, but it's also relatively cheap in terms of Ki. You can use it more than just once a round, to the chagrin of anyone you face.

→+▲,▲,▲,▲,●

FRIEZA®



Haughty, malicious, seemingly invincible and power-hungry with absolutely no compassion, Frieza® is feared as the most powerful and evil being in the universe with no rival being even close to his strength. Upon learning about the legendary Namekian™ Dragon Balls®, Frieza is consumed with a desire to obtain the Dragon Balls®, summon the Dragon, and gain his wish for immortality. Then he can rule the entire universe, unrivaled, forever. Understanding the capability of the Saiyans as fighters, he eliminates their planet to destroy the competition. In his search for the Dragon Balls® on Namek™, he ruthlessly and predictably eliminates all who get in his way. The very mention of his name strikes dread and fear across the universe.

Zarbon™ and Dodoria™ are Frieza's® two evil right-hand men. They carry out his requests promptly and without question, knowing Frieza's® character too well. Frieza® also employs the legendary Ginyu Force™ to take care of his business.

Frieza® is a lizard-like creature who can shape-shift into four stages of forms, each more powerful than the previous. In his first form, Frieza® is in a space pod. In the second form, Frieza® has two horns on his head and his body is larger. In the third form, Frieza® is in his biggest body and his back is bent. The fourth form is the perfect form; he is in a small body with no angle.

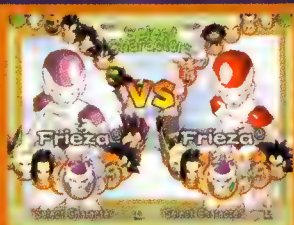
He has a fifth appearance. After being beaten by Goku®, Frieza® is rebuilt with robotic parts, and once again poses a threat to our heroes.

STATS

HEIGHT: 6'2"
WEIGHT: 185 LBS.
RACE: ALIEN
ALIASES: NA

MISCELLANY

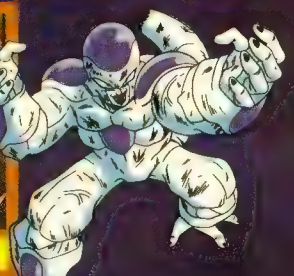
FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 32: TOUCHDOWN ON NAMEK™
VOICED BY: LINDA YOUNG



1P/2P



Taunt



GENERAL STRATEGY



Frieza®, generally, does not seem quite as impressive as he did in the first *Budokai*™ title. He no longer fears powering down to his less-than-optimum state, but he also handles somewhat awkwardly.

His speed, however, and the power of many of his attacks do make him a good choice for the player looking for a character that requires a little extra effort to derive the most power.

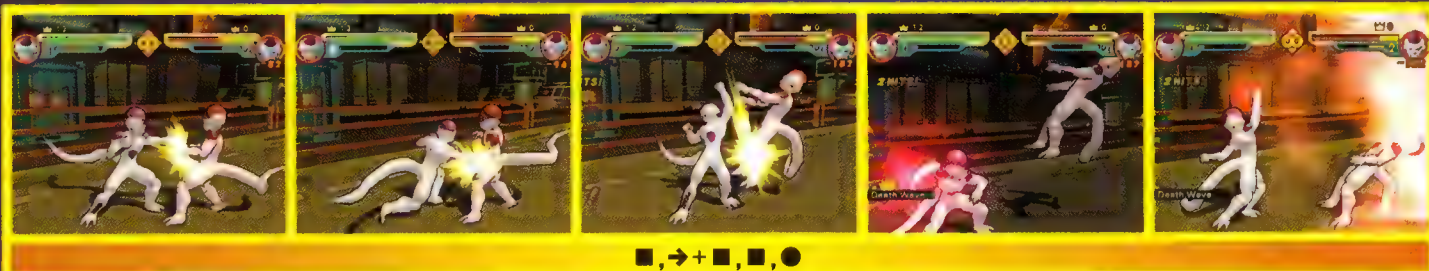
ATTACKS/MOVES

Death Beam (1 Ki Gauge)





Death Wave (2 Ki Gauges)



Frieza® Nightmare (1 Ki Gauge)



Killer Ball (2 Ki Gauges)



Evil Dance (2 Ki Bars)



→ + ▲, ▲, ▲, ●

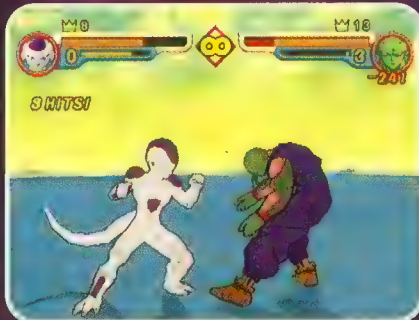
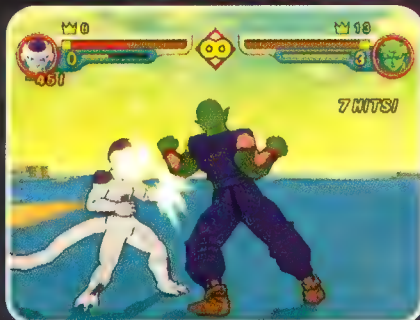
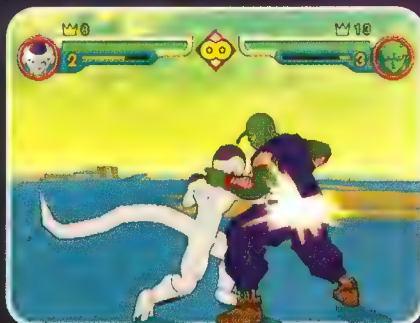
Dream Match: Frieza® vs. Piccolo™



Frieza® destroyed the planet Namek™, but didn't get all the Namekians™...Piccolo™ included. It's only fitting that the maniac would want to make sure he rubbed out every last one of the green-skinned good guys.

Who Wins:

Nobody likes Frieza®, but we'd have to give this one to him if the battle occurred when Frieza® was still alive. Toward the end of the Z saga, we're inclined to believe Piccolo™ could come out on top (if for no other reason than that we really dislike Frieza®).



Devastation: Death Ball (4 Ki Gauges)



As was the case in the first *Budokai*™, Frieza's® most devastating attack is the Death Ball. As in the first game, it doesn't have quite the visual impact of, say, the Spirit Bomb, but it does feature the impact that matters—that which leaves an unlucky foe clutching his bloody, battered form.

▲,▲,→+▲,▲,●

CAPTAIN GINYU™



Evil and powerful, the Ginyu Force™ is hailed as the most powerful team in the universe. It is composed of five members, each one very powerful and possessing unique attacks and fighting advantages. When Dodoria™ and Zarbon™ are unable to eliminate our friends and collect the seven Namekian™ Dragon Balls®, Frieza® summons the Ginyu Force™. Between battles, they enjoy such goofy pastimes as watching soap operas, playing “paper, rock, scissors” to decide who will fight who, and making bets over chocolate nut bars, their favorite food.

The Ginyu Force™ strikes various poses during their battles. While individually and collectively they are very strong, each member is conceited and competitive, which leads to their downfall. They hesitate to ask each other for help because they don't want to share the credit for the victory. The members of the Ginyu Force™ don't seem to care about each other, willing to stand back and watch while their teammates are destroyed.

Captain Ginyu™, with purple skin and black horns, is the strongest of the team, and its leader. He has the powerful ability to switch bodies with his opponents. He switches bodies with Goku®, giving Captain Ginyu™ the advantage of fighting with Goku's® powerful body and also of confusing the team of good guys. This capability does lead to his ultimate demise as he accidentally and forever changes bodies with a frog.

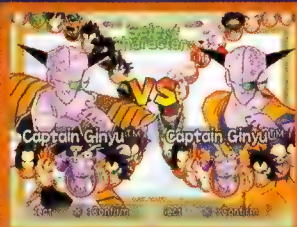
STATS

HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 48: ARRIVAL OF THE GINYU FORCE™

VOICED BY: BRUCE ARMSTRONG



1P/2P



Taunt

GENERAL STRATEGY

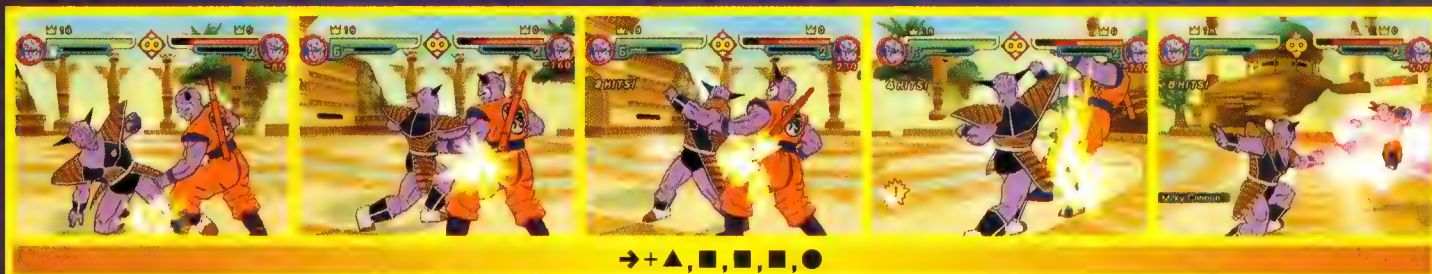


Like Frieza®, Captain Ginyu™ is an odd man out. He can be effective in the hands of a good player, but he's certainly not entirely new-user-friendly.

He has some decent ranged attacks and his Body Switch is always fun, but he's probably not the kind of guy you want to take to the championships of any neighborhood tournament.

ATTACKS/MOVES

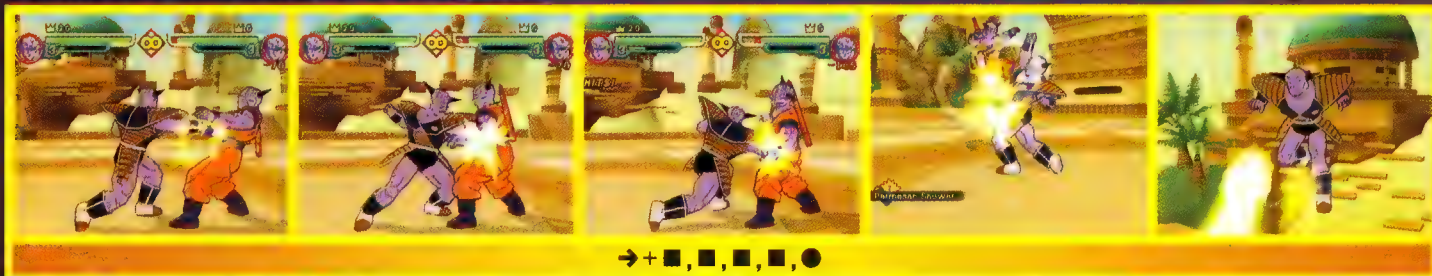
Milky Cannon (1 Ki Gauge)



Processed Power Crush (1 Ki Gauge)



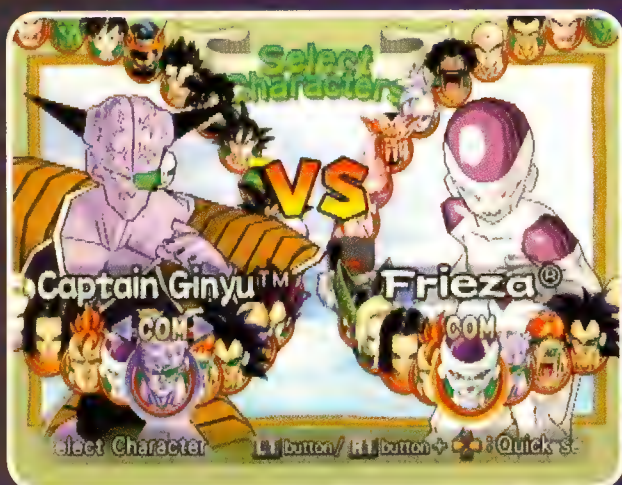
Parmesan Shower (2 Ki Gauges)



Ginyu Special (2 Ki Gauges)



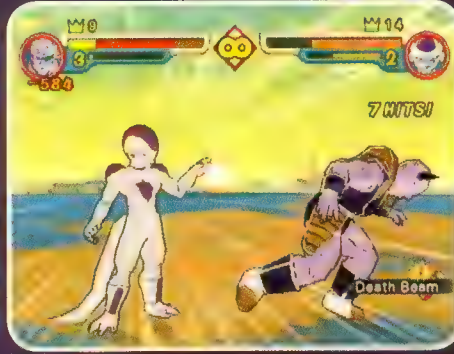
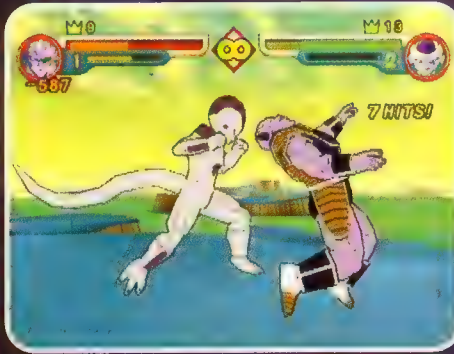
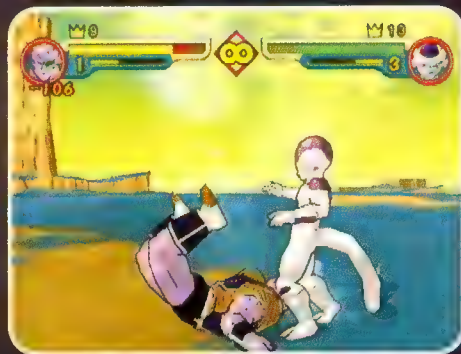
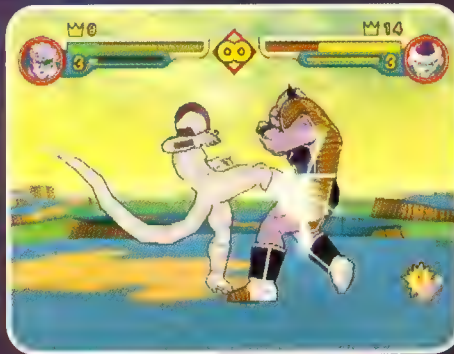
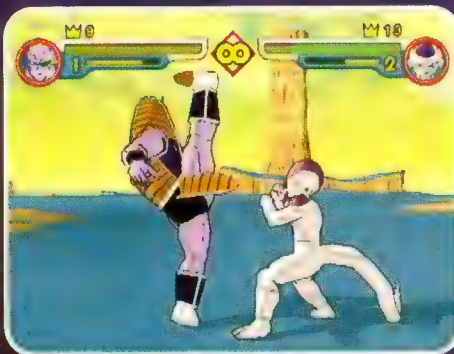
Dream Match: Captain Ginyu™ vs. Frieza®



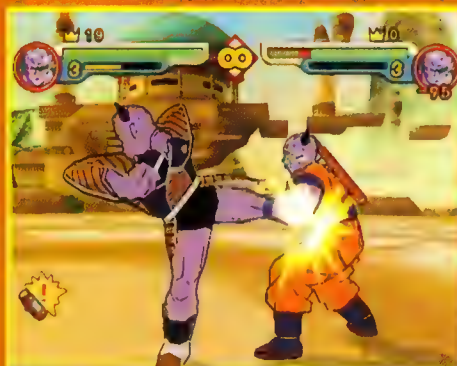
Beyond that fact that Frieza® deserves all the abuse he can get, Captain Ginyu™ strikes one as the overly ambitious, over-reaching type (that body-swapping trick of his says all you need to know about that). It's only natural that he might have designs on the boss's job.

Who Wins:

If Captain Ginyu™ were that painfully stupid, Frieza® would turn him to vapor in a nanosecond.



Devastation: Body Change (3 Ki Gauges)



Captain Ginyu™ has one of the coolest and most useful attacks in the game: After he punches his opponent and then wears him down, he lands a vicious blow that launches his foe into the sky—and then switches bodies with him! The problem lies in landing the move; most people see this one coming a mile away (this is, generally, the reason just about everybody uses him).

→+■,■,■,▲,●

RECOOME™



Recoome™ is a big, redheaded brute, possessing great strength but slow in speed.

STATS

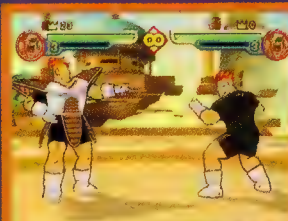
HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 48: ARRIVAL OF THE GINYU FORCE™
VOICED BY: CHRISTOPHER SABAT



1P/2P



Taunt

GENERAL STRATEGY

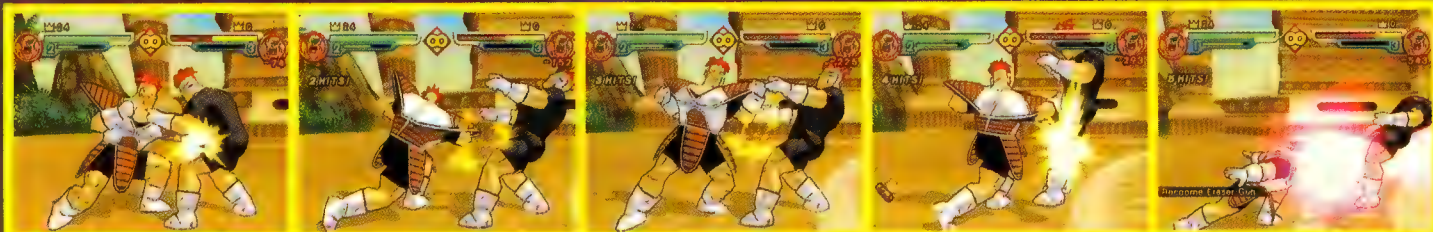


If you like meatheads, Recoome™ is your slab of beef. Like Nappa™, he's pretty slow and cumbersome. Unlike his Saiyan stablemate, however, he has a much wider range of attacks (featuring, oddly enough, one of the larger arsenals in the game).

You have to get in close to deliver the harshest punishments Recoome™ is capable of dishing out, so make that gap between you and an opponent shrink with all due speed.

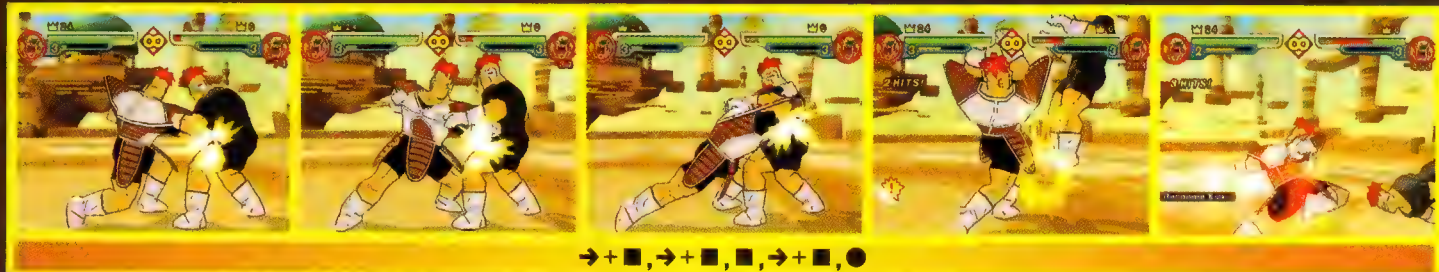
ATTACKS/MOVES

Recoome™ Eraser Gun (1 Ki Gauge)



■, ■, ■, ■, ●

Recoome™ Kick (1 Ki Gauge)



Recoome™ Buster Magnum (1 Ki Gauge)



Recoome™ Max Vulcan (2 Ki Gauges)



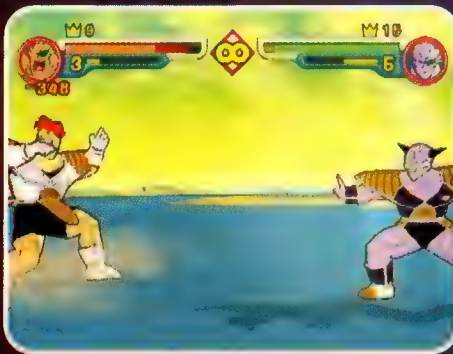
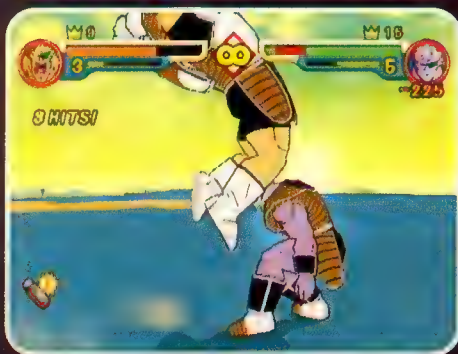
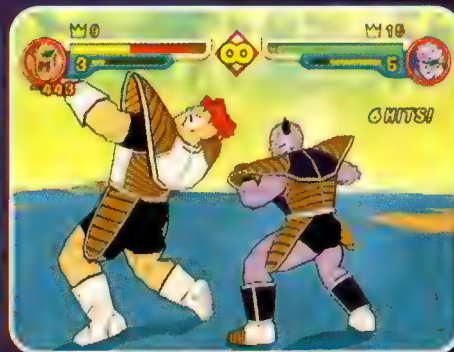
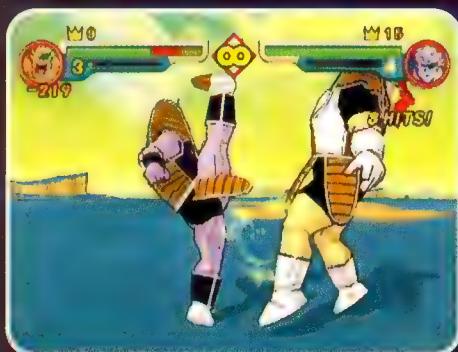
Dream Match: Recoome™ vs. Captain Ginyu™



For many of the same reasons Ginyu™ might go after Frieza®, Recoome's™ puny little brain might think that Recoome™ Force sounds better than Ginyu™ Force.

Who Wins:

The good news is that Recoome™ probably wouldn't have to worry about Ginyu™ switching bodies with him, what with that brain size issue. That said, Recoome's™ stylish poses wouldn't stand him in good stead against Captain Ginyu's™ lethal assault.



Devastation: Recoome™ Bomber (3 Ki Gauges)



The Recoome™ Bomber is trouble. It's a hugely devastating attack. The only consolation for Recoome's™ foes is that it's fairly tricky to pull off. Its relatively high cost in Ki also ensures that you probably won't throw this one around terribly often.

→+▲,▲,▲,←+▲,●

DABURA®



Ruler of the underworld, Dabura® has existed for thousands of years and has done countless acts of evil. Dabura® was possessed by the dark mage Babidi™ to do his bidding. Dabura® can change his enemies into stone by spitting on them, and will not hesitate to obey his master's commands. That is, until Buu™ is unleashed and Dabura® believes he is too dangerous. Dabura® then defies Babidi™ and tries to eliminate Majin Buu™.

Dabura® changes Piccolo™ and Krillin® into stone. Dabura® ends up being eliminated by Buu™.

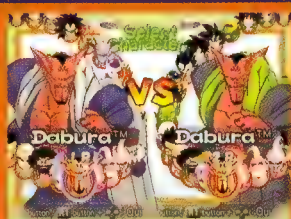
STATS

HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z®, EPISODE 230: THE WIZARD'S CURSE

VOICED BY: RICK ROBERSON

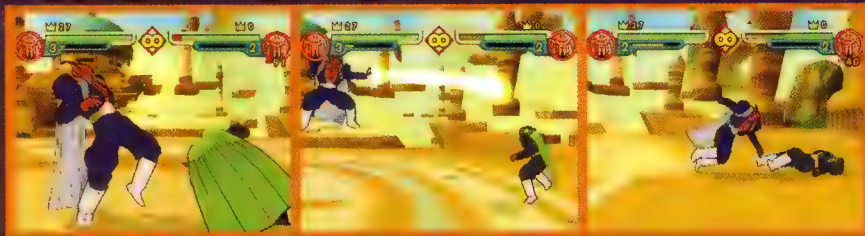


1P/2P



Taunt

GENERAL STRATEGY

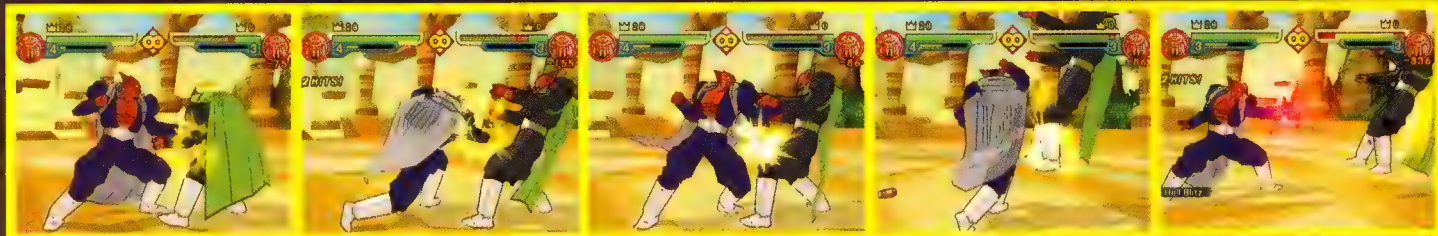


Dabura® is hard in every sense of the word. He has a huge number of attacks and is a very impressive combatant, but he's not from the "pick up and play" class.

This demon-spawned killing machine's massive range of attacks instantly makes him one of the tougher foes in the game.

ATTACKS/MOVES

Hell Blitz (1 Ki Gauge)



■, ■, ■, ■, ●



Evil Blast (2 Ki Gauges)



Hell Blow Shoot (1 Ki Gauge)



Hate Ray Cannon (2 Ki Gauges)



Hate Dancing (2 Ki Gauges)



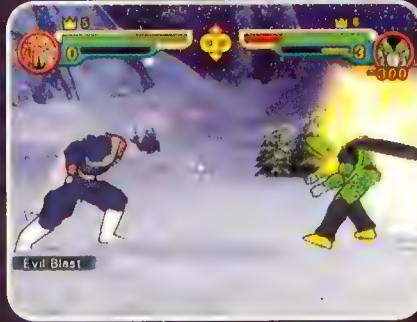
Dream Match: Dabura™ vs. Cell™



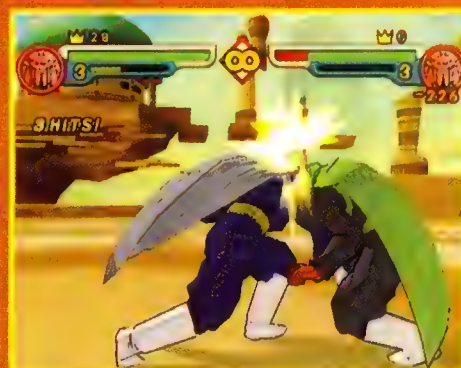
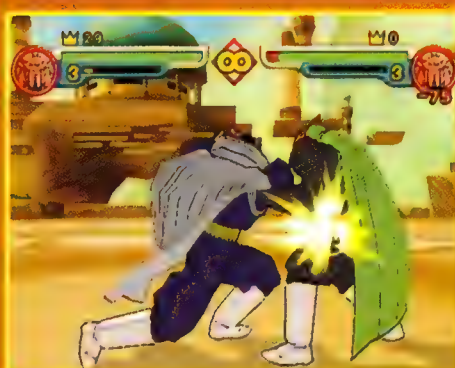
Seeing two arch-villains have it out is always worth the price of admission—especially when it's a demon vs. an Android™.

Who Wins:

This is a tough call, if only because both have such staggering power. We did it the scientific way: We let the game play three matches against itself. The winner: Dabura® by an infernal hair.



Devastation: Hell Blade Rush (5 Ki Gauges)



→+■,→+■,■,▲,●

In a word: pain. Dabura's® Hell Blade Rush is among the most devastating in the game. Its only redeeming quality (from a foe's point of view) is its expense in Ki and its complexity to perform. Trust us when we say you do *not* want to be on the receiving end of this attack.

MAJIN BUU™



Buu™ or Majin Buu™ was conjured into existence long ago by the evil wizard Bibidi™. A powerful fighter who has destroyed many planets in his past, Buu™ has a rubbery body, giving him great advantage in battles. He has now been unleashed by Bibidi's™ son, Babidi™, to destroy Earth.

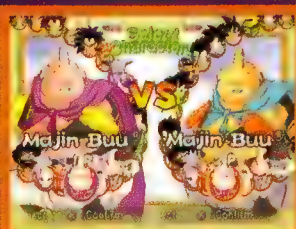
Child-like, Majin Buu™ does not have a strongly developed sense of good and bad. He agrees to stop hurting people when he discovers it bothers Hercule™. Unfortunately, the threat to Earth is not over. For from Buu™, Evil Buu™ emerges.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: SUPER BUU™, KID BUU™

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 217: BUU™ IS HATCHED
VOICED BY: JOSH MARTIN

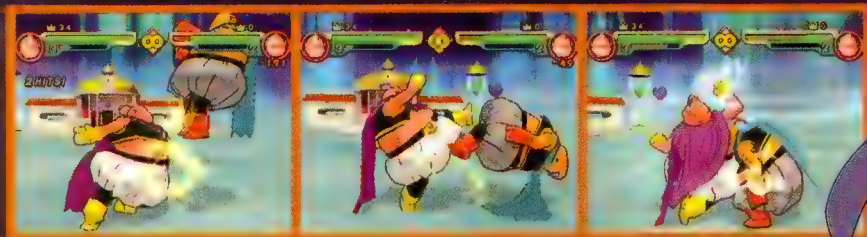


1P/2P



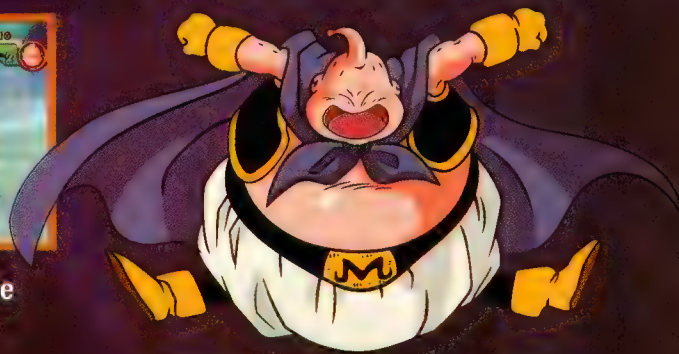
Taunt

GENERAL STRATEGY



Majin Buu™ is big and bad. He's one of the most powerful foes in the game, though this advantage in raw strength is countered to some degree by his extremely slow, almost plodding speed.

This big pink creampuff is trouble by any definition of the word, but only in the right hands. If you're not used to playing with slow but strong characters, bone up on Recoome™ or Nappa™ before taking the pink one for a spin.



ATTACKS/MOVES

Innocence Cannon (1 Ki Gauge)



Innocence Strike (1 Ki Gauge)



Enjoy Browning (2 Ki Gauges)



Innocence Dance (2 Ki Gauges)



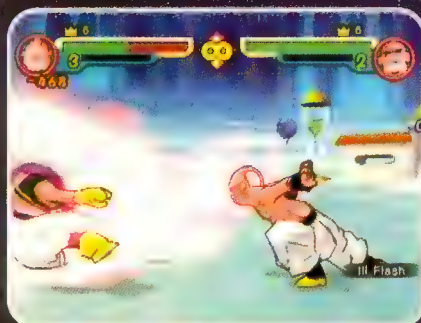
Dream Match: Majin Buu™ vs. Super Buu™



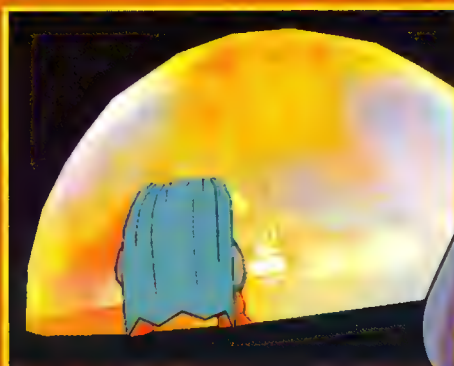
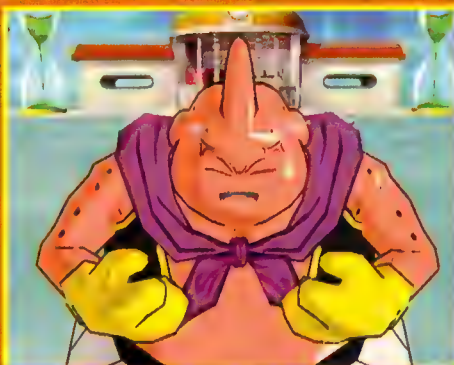
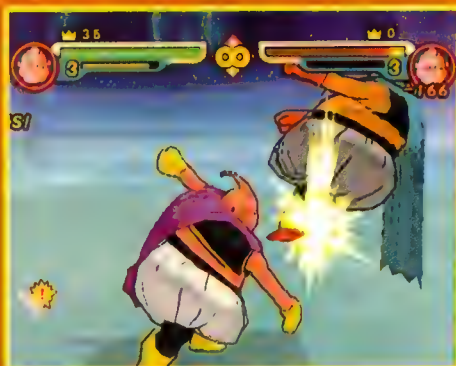
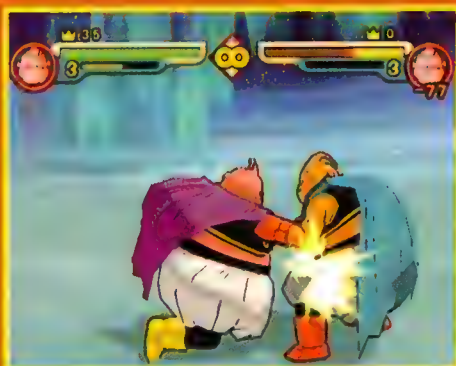
This match would be as impossible as pitting Vegeta® against Vegeta®, but we'd like to see what kind of conflagration the force of two colliding Buus™ might generate.

Who Wins:

We'd be rooting for Majin Buu™ because something as evil and without a shred of goodness as Super Buu™ deserves to lose.



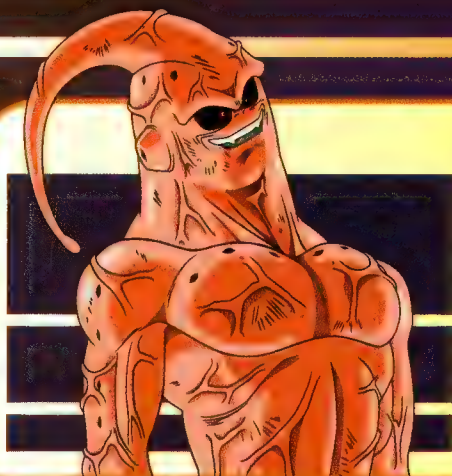
Devastation: Angry Explosion (3 Ki Gauges)



Another tricky attack, Majin Buu's™ Angry Explosion leaves its mark in a most devastating way. Its high cost and his slow speed, however, make this attack a fairly rare occurrence. If Buu™ tries to gather Ki, smother him!



→+■,■,→+■,■,●



SUPER BUU™

Tall and pink, Super Buu™ is the form of Majin Buu™ resulting after Evil Buu™ absorbs Buu™. Like all the Buus™, he is rubbery. Among Super Buu's™ many new powers is the ability to sense energy levels. With this ability, Super Buu™ locates Kami's™ Lookout and goes there to fight.

Super Buu™ launches the most powerful attack in *Dragon Ball Z*®, causing widespread destruction.

STATS

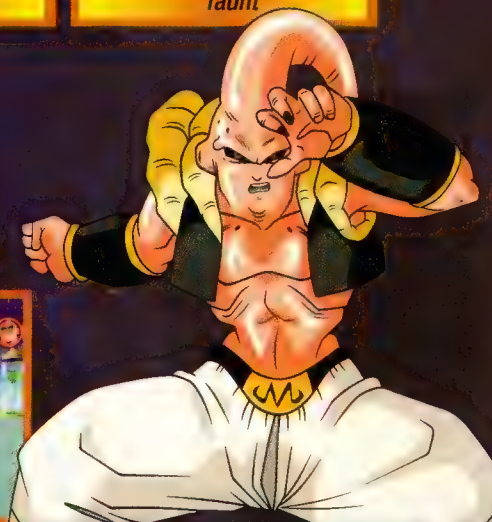
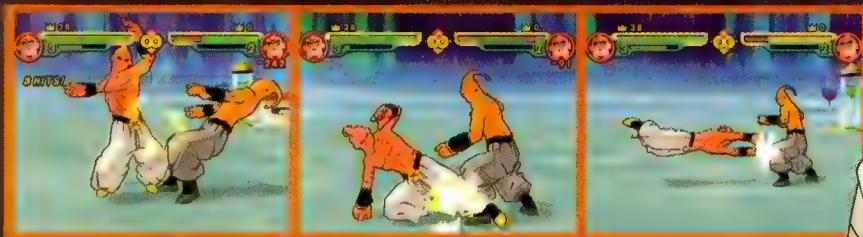
HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*®, EPISODE 240: BUU VS. BUU
VOICED BY: JUSTIN COOK



GENERAL STRATEGY



Take away Majin Buu's™ speed handicap and you might come up with something like Super Buu™. This lean, mean, killing machine has a wide variety of devastating attacks, not the least of which is his ability to absorb a random Z Warrior to gain that warrior's special abilities!

Plenty of cheap, damaging attacks make him a mean customer if you happen to be on the receiving end of one of his assaults.

ATTACKS/MOVES

III Flash (1 Ki Gauge)



Vice Break (1 Ki Gauge)



Assault Rain (2 Ki Gauges)



Vice Browning (2 Ki Gauges)



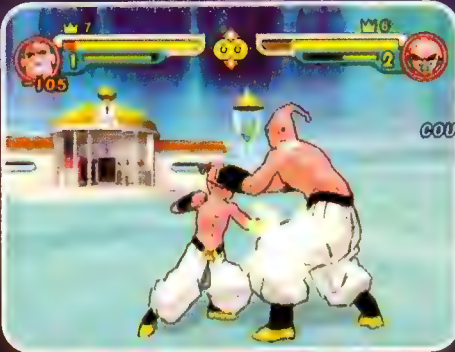
Dream Match: Super Buu™ vs. Kid Buu™



It's always good to have a big "brother" around to keep a younger sibling in line—especially when he's a troublemaker on the order of Kid Buu™. Of course, the idea of Super Buu™ regarding anybody as a troublemaker is a bit of a stretch.

Who Wins:

This is a tough one. Ideally, both of them would manage to destroy one another since they're both so painfully obnoxious and irritating. However, even though Kid Buu® is technically tougher than Super Buu®, we give the nod to the big guy... begrudgingly.

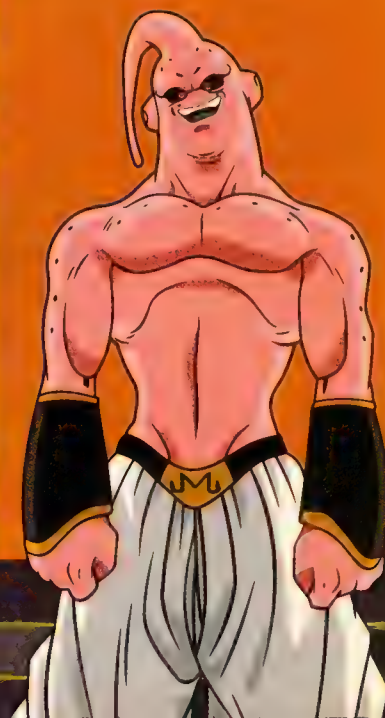


Devastation: Absorption (3 Ki Gauges)

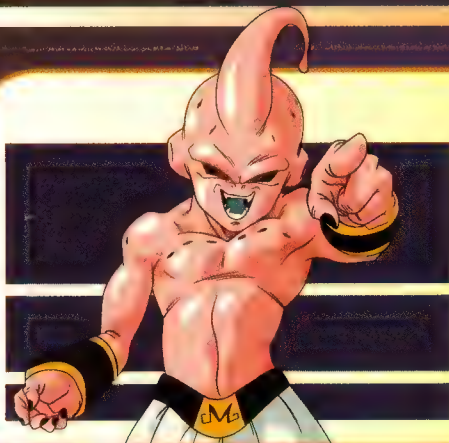


▲, ▲, → + ▲, ▲, ●

This is one of the more entertaining moves in the game. Upon its execution, Super Buu™ absorbs a random Z Warrior from offscreen and adds that warrior's moves (and likeness) to his own, making him even more trouble than he already is.



KID BUU™



Kid Buu™—yet another incarnation of Majin Buu™—is, despite his cute exterior, not someone with whom to trifle.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: ALIEN
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z*, EPISODE 262: END OF EARTH

VOICED BY: JOSH MARTIN



1P/2P



Taunt

GENERAL STRATEGY



For such a little guy, Kid Buu™ manages to squeeze in a large variety of attacks that inflict some serious damage. In the right hands, he's ultra-deadly, because he possesses all the advantages of small stature with most of the power of the larger characters.

If you want to hear cries of "Cheap!" from all your friends, you've come to the right place.

ATTACKS/MOVES

Vanishing Ball (2 Ki Gauges)



■, →, ■, ■, ●



Kamehameha (1 Ki Gauge)



Crazy Smash (1 Ki Gauge)



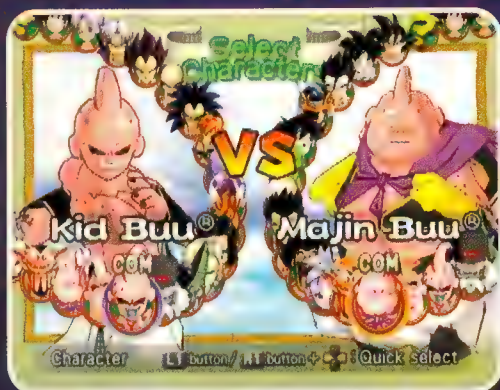
Mad Kill Spike (2 Ki Gauges)



Savage Rush (2 Ki Gauges)



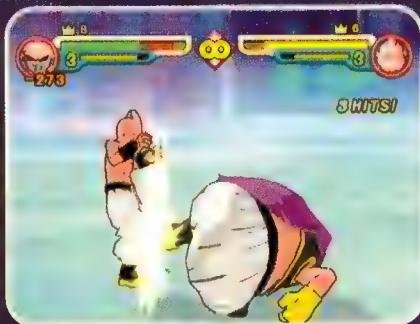
Dream Match: Kid Buu™ vs. Majin Buu™



It's alpha and omega; the beginning and the end come together in a battle to end all battles.

Who Wins:

Judging by Majin Buu's™ predilection for candy, and given Kid Buu's™ short stature and resemblance to a large wad of saltwater taffy, we have to give the edge to the big guy on this one.



Devastation: Warp Kamehameha (4 Ki Gauges)



Kid Buu® could just be the epitome of "don't judge a book by its cover," and the carnage that such a cute pink little fellow can wreak with one move is pretty staggering. Get caught on his Warp Kamehameha and you'll never again think of him as cute, cuddly, or likeable in any way, shape, or form.



■, ■, ▲, ▲, ●

ANDROIDS™

THE ANDROIDS™



Android 18™ p. 125

Android 16™ p. 117

Android 17™ p. 121



Dr. Gero™ p. 129



Cell™ p. 133

ANDROID 16™



Android 16™ is an experimental model. A big, muscled, red-haired man, Android 16™ is out to destroy whatever he sees. The strong, silent type, he doesn't say much, he is simply super-strong. After Android 16™ meets his demise at the hands of Cell™, Bulma™ collects the pieces, reassembling and programming him to fight on the good side.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: ANDROID™
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 119: GOKU'S™ ASSASSIN

VOICED BY: JEREMY INMAN



1P/2P



Taunt

GENERAL STRATEGY



Android 16™ strikes a decent balance between speed and strength. Not as large and unwieldy as Nappa™, he's also not as fast as the middling characters such as Goku®.

A potent power in the right hands, 16™ can deal out solid damage, can take a fair amount of abuse, and has a comprehensive collection of moves to aid him in his quest.

ATTACKS/MOVES

Rocket Punch (1 Ki Gauge)

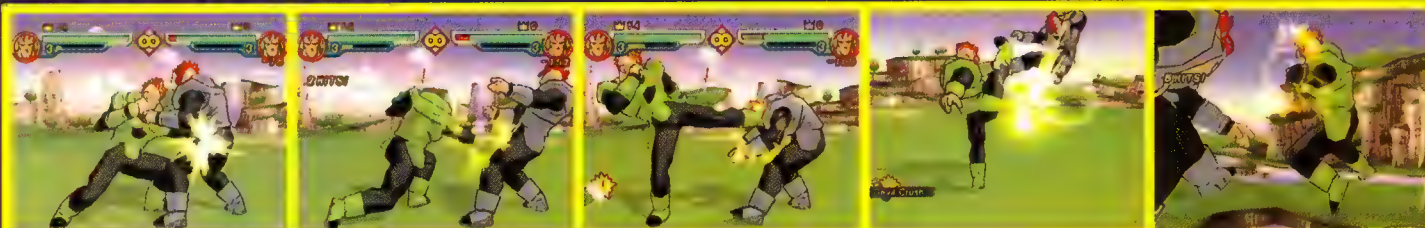


■, ■, ← + ■, ■, ●



→ + ♦, ■, ■, ← + ■, ●

Devil Crush (1 Ki Gauge)



■, ■, ▲, ●

Finishing Splash (2 Ki Gauges)



→ + ▲, ▲, ▲, ●

Devastation: Hell Flash (3 Ki Gauges)



When Android 16™ puts the hurt on his opponent with this attack, he does it in a unique way. He removes his hands, stands back, and shoots high-powered bolts of energy from his forearms at the downed foe. It's his most devastating attack. Work it in to finish off a stubborn foe.



→+■,→+■,■,●

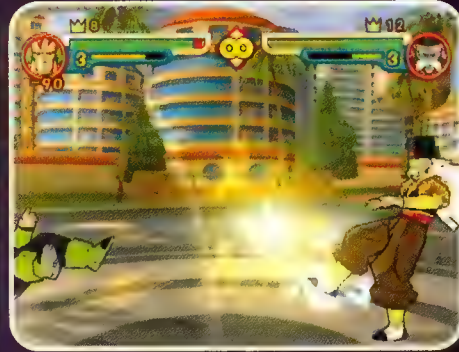
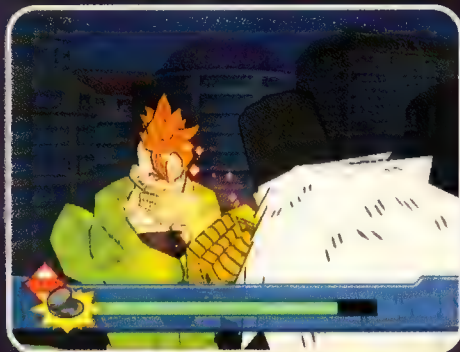
Dream Match: Android 16™ vs. Dr. Gero™



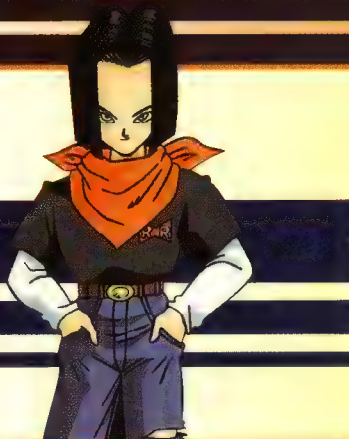
A creature as noble and self-sacrificing as Android 16™ should never have been designed to hurt others. For that reason alone (and for Dr. Gero™ calling him a “mistake”), 16™ deserves some payback—too bad he was still snoozing when the good doctor made his way to the HFIL.

Who Wins:

This would be tricky since 16™ was unwilling to fight anyone but Goku® thanks to his hardwiring by Dr. Gero™. But his actions against Cell™ proved that he could overcome that programming if the need were great enough. In that event, 16™ Hell Flashes Gero™ to, well, you know....



ANDROID 17™



Androids 17™ and 18™ are teenage Androids. They are the ones responsible for the future threat to the Earth, prompting Trunks® to come back to this time on the Earth from the future to stop them. 17™ is a black-haired boy and 18™ is a cute blond girl. Although she never stops being evil, 18™ later softens up a little.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: ANDROID
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z™, EPISODE 118: NIGHTMARE COMES TRUE*
VOICED BY: CHUCK HUBER



1P/2P



Taunt

GENERAL STRATEGY

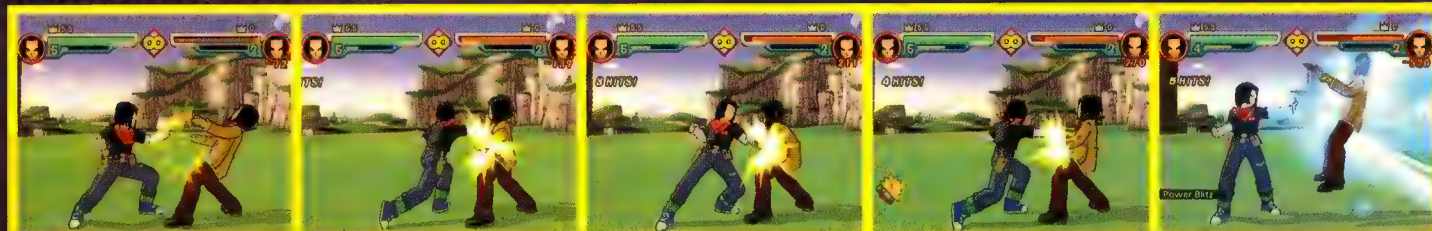


While Android 17™ and 18™ aren't clones of one another, they share a large number of attacks and feature similar strategies.

Primarily hit-and-run characters, the Androids™ have a decent base of close-range attacks with a few long-ranged ones. As a bonus, most of their attacks are cheap and easy on the Ki gauge.

ATTACKS/MOVES

Power Blitz (1 Ki Gauge)



■, ■, ■, ■, ●



→ + ▲, ■, ■, ■, ●

Energy Field (1 Ki Gauge)



Power Strike (1 Ki Gauge)



Devastation: Power Falling Star (2 Ki Gauges)



Android 17's™ most powerful attack is the dreaded Power Falling Star. It's an appetizer of punches followed by an airborne entrée, then dessert via a series of energy bolts to the enemy's now-listless form.

▲,▲,→+▲,▲,●

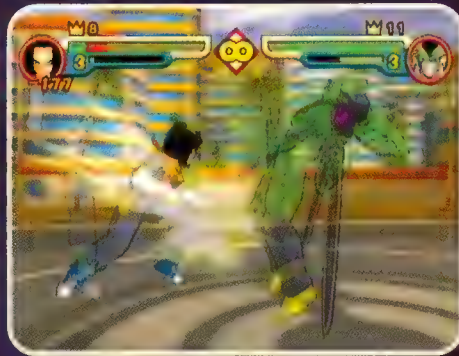
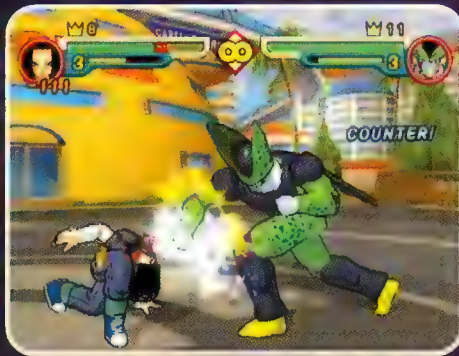
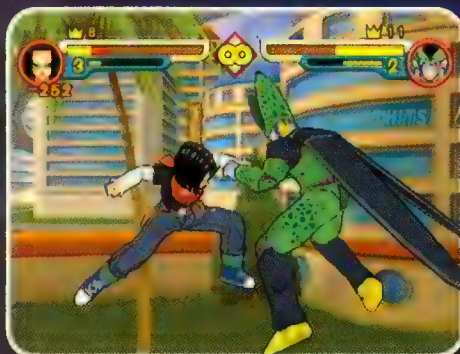
Dream Match: Android 17™ vs. Cell™



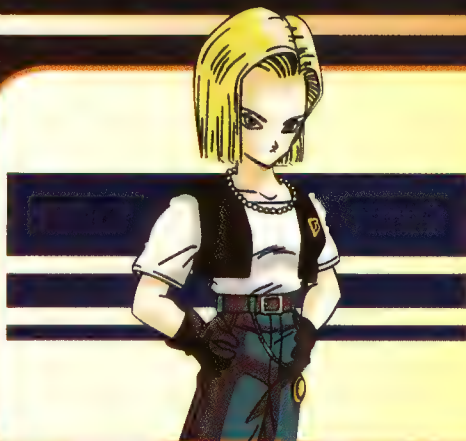
Sibling rivalry? The fact that Cell™ absorbed him so easily the first go 'round? Either way, 17™ would likely want his revenge—even if it (likely) killed him.

Who Wins:

Cell™ does by a knockout. 17™ may be tough when it comes to your run-of-the-mill Z Warrior, but facing off against a killing machine like Cell™ is a ticket for a one-way trip to the Other World.



ANDROID 18™



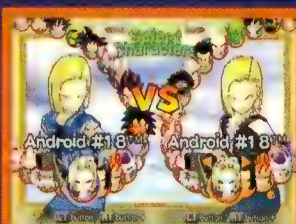
Androids 17™ and 18™ are teenage androids. They are the ones responsible for the future threat to the Earth, prompting Trunks® to come back to this time on the Earth from the future to stop them. 17™ is a black-haired boy and 18™ is a cute blond girl. Although she never stops being evil, 18™ later softens up a little.

STATS

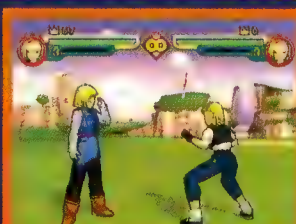
HEIGHT: NA
WEIGHT: NA
RACE: ANDROID™
ALIASES: NA

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 119: GOKU'S ASSASSIN
VOICED BY: MEREDITH THOMPSON



1P/2P



Taunt

GENERAL STRATEGY



Androids 17™ and 18™ share a large number of attacks and feature similar strategies.

Primarily hit-and-run characters, the Androids™ have a good base of close-range attacks with a few long-ranged ones. Most of their attacks are cheap and easy on the Ki gauge.

Android 18™ has another plus: access to Krillin's® Destructo Disc move.

ATTACKS/MOVES

Power Blitz (1 Ki Gauge)

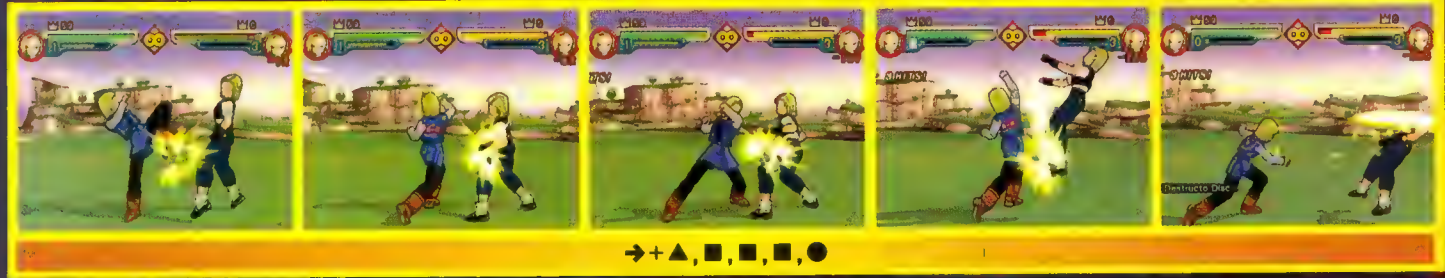


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Energy Field (1 Ki Gauge)



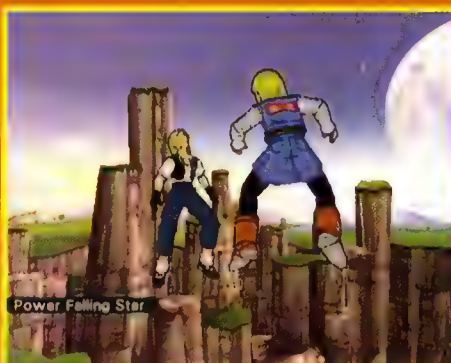
Destructo Disc (2 Ki Gauges)



Power Strike (1 Ki Gauge)

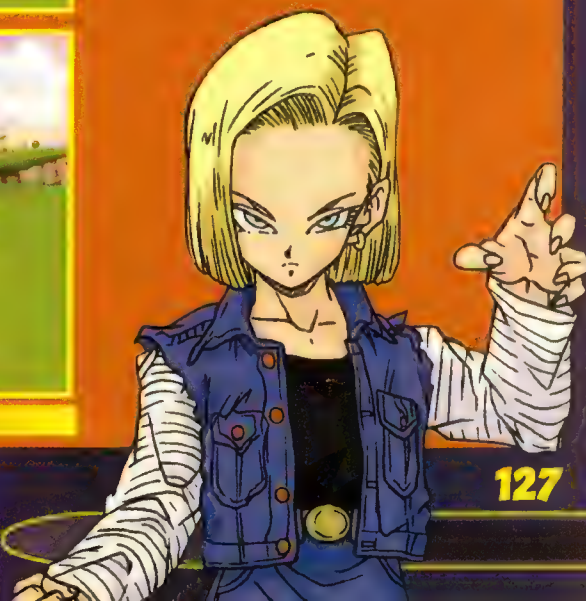


Devastation: Power Falling Star (2 Ki Gauges)



As with Android 17™, Android 18™ uses the Power Falling Star attack as her most hefty attack. Landing the first couple of punches is crucial, then it's all done autopilot as you punch your opponent up, then down. Wrap it up with a dose of radiation (in the form of some nasty energy bolts) as your foe lies back and wonders what happened.

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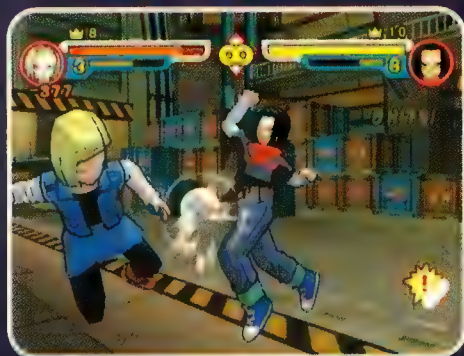
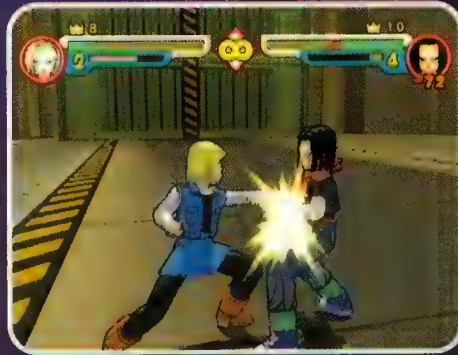
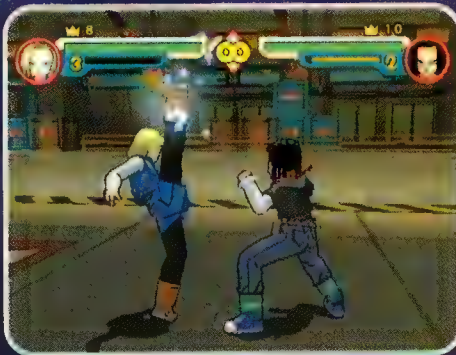
Dream Match: Android 18™ vs. Android 17™



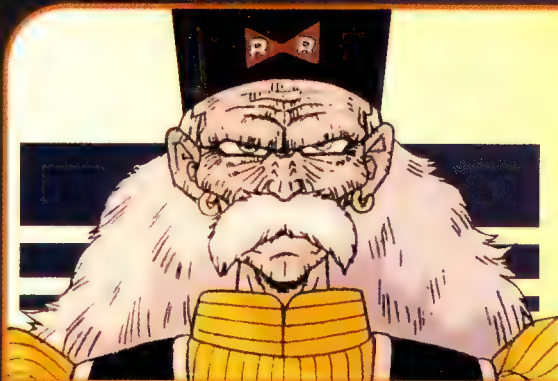
This is a simple case of sibling rivalry. They seemed to get along, but there was always an underlying element of tension between the two, displayed via what little emotion they ever showed. A serious donnybrook might just sort those feelings out.

Who Wins:

We have to say 18™, by virtue of the fact that she knows everything that makes 17™ tick, that she's a later model, and that she now has access to the Destructo Disc. All that makes 17's™ odds look not so good.



DR. GERO™



Evil science genius Dr. Gero® creates his most destructive inventions ever. Androids 16™, 17™, 18™, 19™, and 20™ are out to destroy our heroes on the Earth. Putting the Earth at peril, these Androids™ have amazing strength and enjoy devastation for its sake.

Android 20™ is actually Dr. Gero® himself. To make himself more powerful, he instructs Android 19™ to turn Dr. Gero® into an Android™. Android 20™ is the most vicious and determined Android™ of all. He won't give up.

Androids 19™ and 20™ are the first androids to come to Earth in the Cell™ Saga. They are defeated by Vegeta® in an amazing show of strength. But it's not the end of Android 20™ and the great threat to our heroes. Android 20™ has been programmed to repair himself, and more androids are about to show up.

STATS

HEIGHT: NA
WEIGHT: NA
RACE: ANDROID™
ALIASES: ANDROID 20™

MISCELLANY

FIRST APPEARANCE: DRAGON BALL Z™, EPISODE 111: THE ANDROIDS™ APPEAR
VOICED BY: KUMI WILLIAMS



1P/2P



Taunt

GENERAL STRATEGY



For someone that resembles a decrepit old man, Dr. Gero™ (a.k.a. Android 20™) packs a devastating wallop.

He's fast and resilient, and his mix of attacks makes him trouble from the get-go.

ATTACKS/MOVES

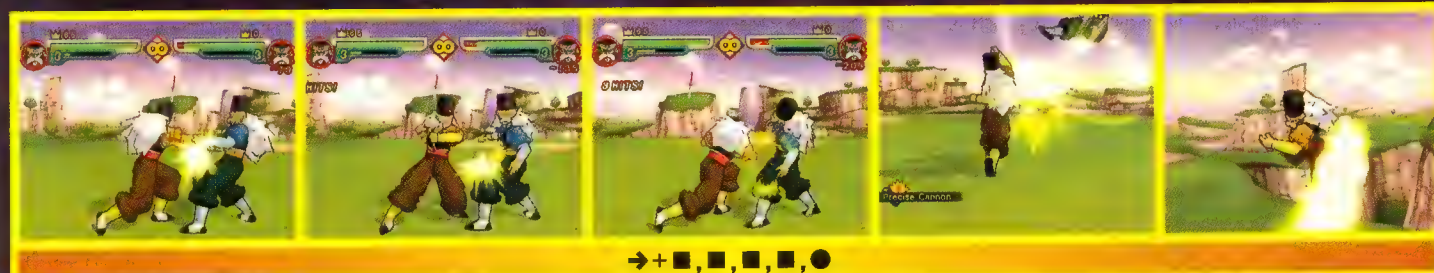
Photon Wave (1 Ki Gauge)



Power Break (1 Ki Gauge)



Precise Cannon (2 Ki Gauges)



Devastation: Life Drain (3 Ki Gauges)



Picking up where Android 19™ left off in the first installment of *Budokai™*, Dr. Gero™ carries on the Life Drain tradition. As was the case previously, this is one of the nastier attacks in the game. It can wreak havoc with even the hardest Z Warrior's battle plan.

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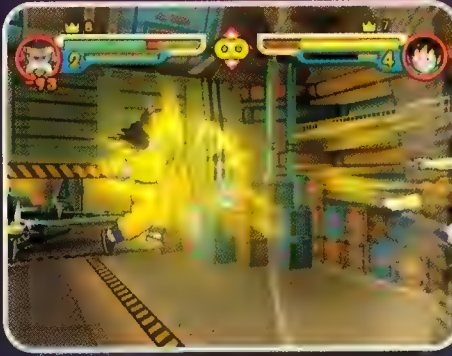
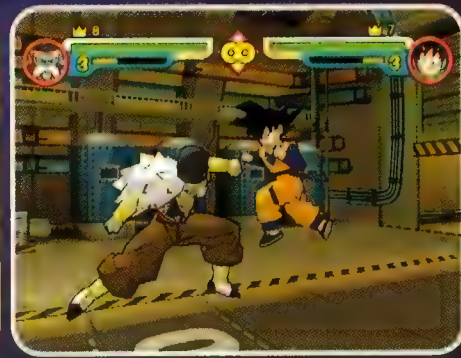
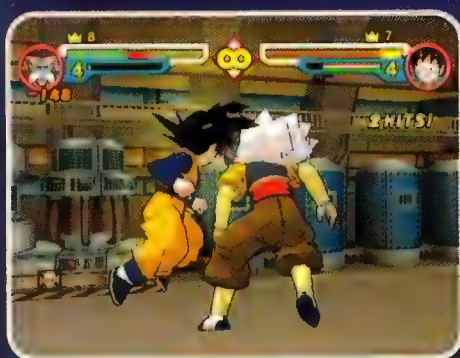
Dream Match: Dr. Gero™ vs. Goten®



Since Goku®, as a mere child, managed to single-handedly destroy Dr. Gero's™ entire army, the doctor might be inclined to take out his deranged revenge on the youngest son (who bears a striking resemblance to his father) of Goku®, the man who demolished his twisted dreams.

Who Wins:

There's no escaping the fact that Dr. Gero™ (a.k.a. Android 20™) is a tough customer. That being said, Goten® can reach Super Saiyan levels, so it'd be a close fight at the very least. We give a *slight* edge to Goten®, because he's the good guy.





The most dangerous of all Dr. Gero's™ creations, Cell™, was created in Dr. Gero's™ lab as a genetic experiment. He comes complete with a self-destruct feature, a scorpion-like tail that opens up to absorb the energy of his opponents, and instructions to wreak revenge on the Androids™ which caused Dr. Gero's™ downfall. Cell™ contains the DNA of the mightiest warriors of the universe including Goku®, Piccolo™, and Vegeta®. Possessing the DNA of these great warriors, Cell™ is able to fight with their attacks. With these great forces combined, Cell™ is an almost invincible being.

One of his greatest advantages is being able to regenerate himself at any given time from even the smallest component of himself. We discover this in *Dragon Ball Z®* when the good guys believe Cell™ is destroyed, only to find out that a brain cell has survived. From this cell, Cell™ regenerates himself and appears out of nowhere, once again threatening the Earth. One of Cell's™ only weak points is that his energy is finite. He gains power by draining the energy of his enemies using his scorpion-like tail to do so. Cell™ has three forms: the imperfect form in which we first see him, the second stage of Cell™, and the final or Perfect Cell™. He reaches Cell™ Stage Two after absorbing Android 17™. When Android 18™ is consumed, Cell™ changes into his third and most powerful form: Perfect Cell™. Cell™ can and does create smaller versions of himself.

STATS

HEIGHT: 6'
WEIGHT: 180 LBS.
RACE: ANDROID™
ALIASES: IMPERFECT CELL™, PERFECT CELL™

MISCELLANY

FIRST APPEARANCE: *DRAGON BALL Z™, EPISODE 129: PICCOLO'S™ FOLLY*
VOICED BY: DAMEON CLARKE



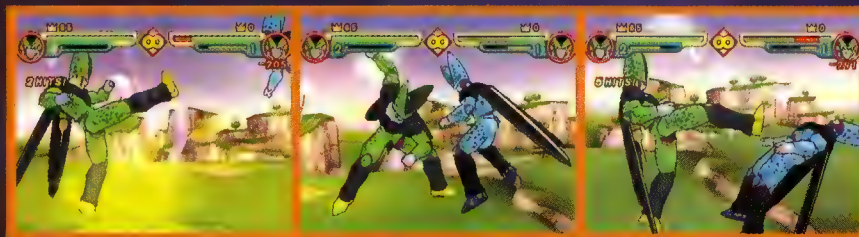
1P/2P



Taunt



GENERAL STRATEGY



Unlike in the first *Budokai™*, Cell™ can no longer power-down to imperfect form, which makes him more of a threat than he was in the first game.

His collection of vicious attacks (including Energy Field and Spirit Bomb) coupled with his devastating, raw, melee moves make him someone to look out for. Better yet, he's fast for his size and strength.

ATTACKS/MOVES

Kamehameha (1 Ki Gauge)

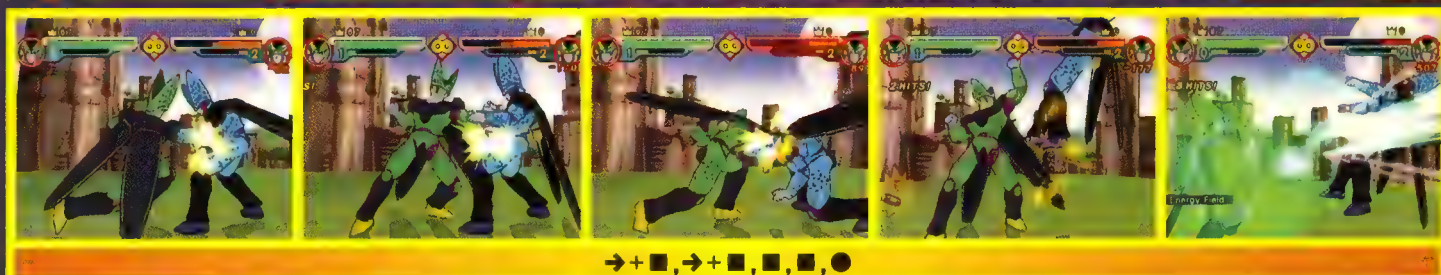


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Energy Field (1 Ki Gauge)



Ultimate Attack (1 Ki Gauge)



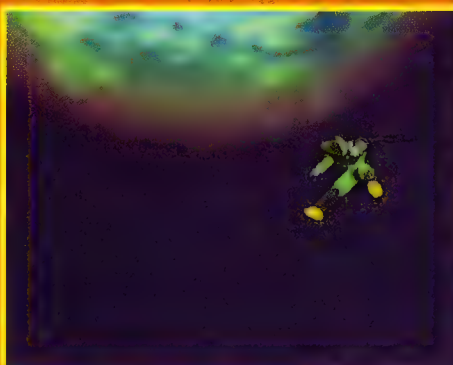
Negative Power Rain (2 Ki Gauges)



Cybernetic Radar (2 Ki Gauges)



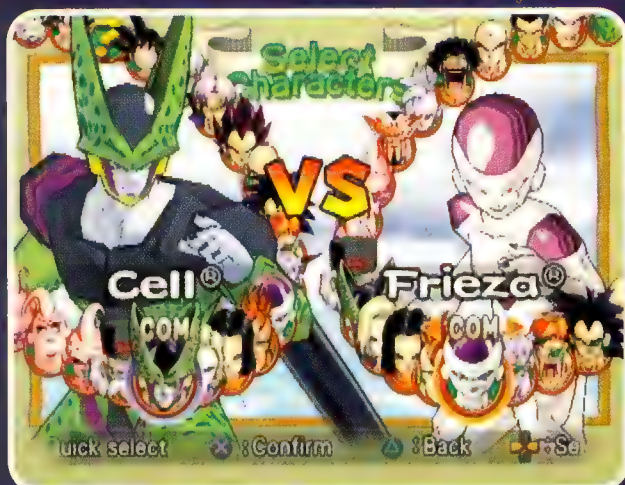
Devastation: Spirit Bomb (3 Ki Gauges)



There are some constants in the universe: Goku® will never stay dead, Raditz™ will, and Cell™'s most powerful attack is the Spirit Bomb. His variation on a theme that originated with Goku® ensures a lousy ending for any who meet it face...before they're disintegrated, of course.

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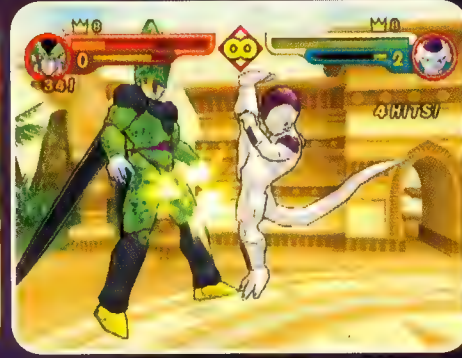
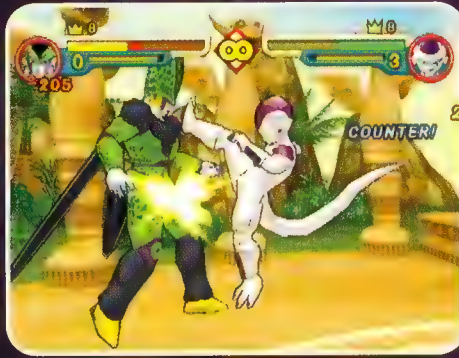
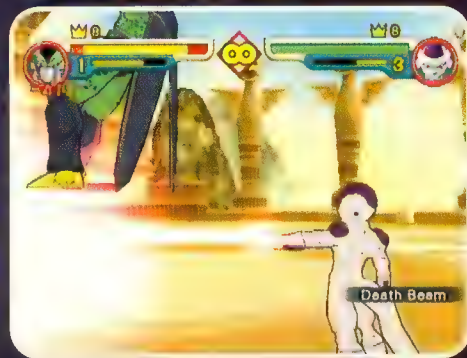
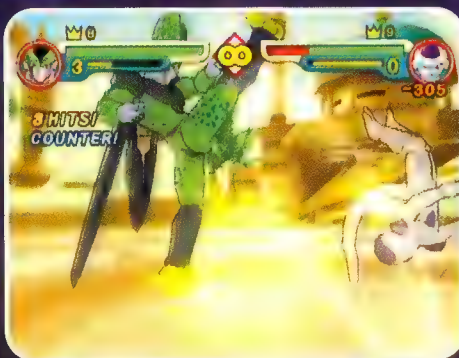
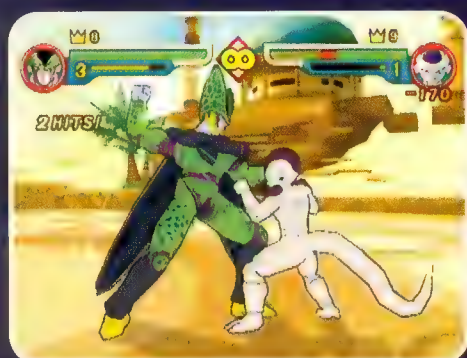
Dream Match: Cell™ vs. Frieza™



This is a fight that should have happened but never did—two of the Z Warriors' greatest enemies duking it out to see who gets to destroy the Z Fighters first (hey, in *Dragon World Z*® anything could go, right?).

Who Wins:

That's like pitting Babe Ruth vs. Barry Bonds in a home run contest, or Mike Tyson vs. Muhammad Ali in boxing, or even Vegeta® vs. Vegeta®. In other words, it could go either way at any time provided both were at the top of their games.



LOCALES

LIVE @ BUDOKAI™

The various backdrops in which the Z Warriors battle range across the *Dragon Ball Z*® universe. Some feature destructible environs (allowing a combatant to smash a foe into a larger area than initially available), while others are in the category of "what you see is what you get."

Islands



The serene islands—the site for a nice day at the beach or a bludgeoning of epic proportions? For our purposes, it's the latter.

Maneuver your foe to a promontory overlooking a remote isle in the distance, then execute a blistering advanced kick to send your foe rocketing to foreign soil....



World Tournament Stage



The setting for the World Tournament Saga is specifically built for bone-breaking, jaw-shattering action. It has one unique feature: If you manage to bash your opponent from the edges of any of the ringsides, you take the match on a ring-out technicality.



Snowy Mountains



In the frigid Snowy Mountains, a blustery breeze and falling snowflakes wreath the arena in a blanket of white... which shortly will be tinged—and in some cases deluged—with red (Namekian™ blood notwithstanding).

Work your opponent toward the large, sturdy-looking tower in the distance, and let loose on his soon-to-be-prone form. You trigger an avalanche that sends you (and your foe) to the ice-hard ground below.



DRAGON BALL Z BUDOKAI 2™

PRIMA'S OFFICIAL STRATEGY GUIDE

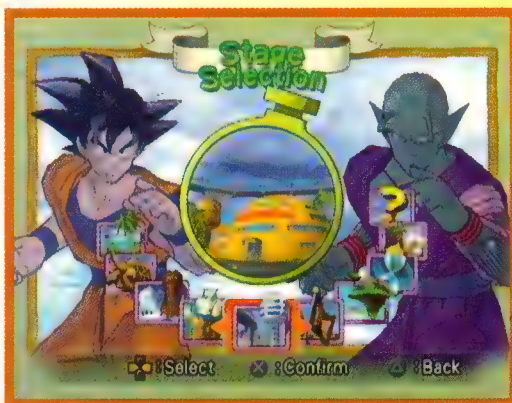
Planet Namek™



The remote world of Namek™ serves as a backdrop for the next arena. You do battle within its closed confines, locked in mortal combat on a lone plateau overlooking a serene, alien landscape as a silent pillar looks on in the distance.



City Streets™

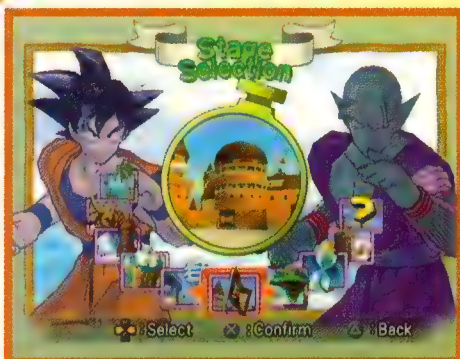


The streets surrounding Capsule™ Corp. make for a lovely setting in which to enact some serious urban renewal. Direct an unwilling foe to the wall decorated with a Capsule™ Corp. logo and let loose a punishing barrage of attacks to send him or her across town on the express train to Palookaville.

Once there, work a busted-up foe into one of the four corners and use his soon-to-be-battered form as a wrecking ball to save on the costs of a demolition crew.

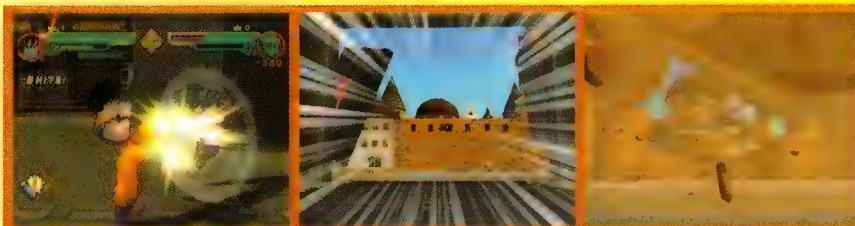


Red Ribbon™ Base

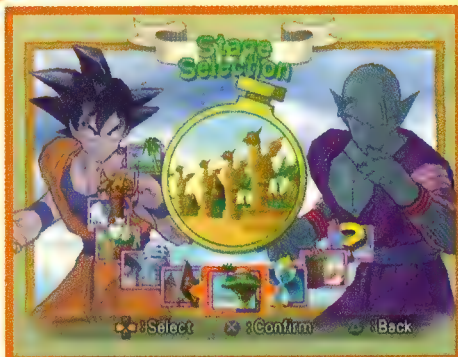


The battle starts within the confines of a sizable hangar, but that's hardly room enough to visit the kind of carnage any good warrior worth his salt might imagine.

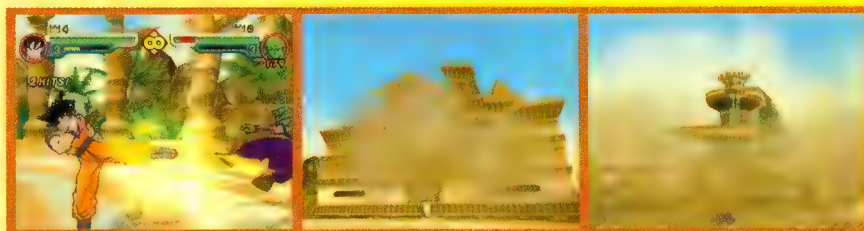
Direct your punching bag to the large green doors and show him the way outside with a few well-placed, rib-cracking blows. After that sort of abuse, the fresh air will do him or her good.



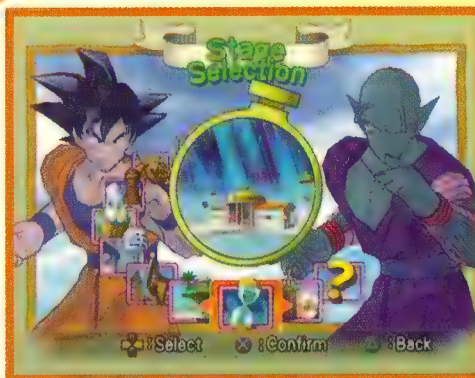
Sky Pier



Suspended high above the earth, the Sky Pier features a panoramic vista and some lovely sculptural work against a pristine blue sky. Opposite the floating castle-like structure is a gravity-bound edifice. Back your foe into this lumbering giant with a flurry of punches and kicks to add a sun deck to that proud structure.



Hyperbolic Time Chamber



Nestled in the cloud-swaddled confines of Kami's™ Lookout, the Hyperbolic Time Chamber rests just parallel to the Earth in a small pocket dimension.

Here, time is warped and twisted to allow a visitor more time to complete training than would be possible in the Earth's normal time flow. Unfortunately for your enemies, that extra time gives them nothing better to do than to feel each blow that much more acutely.



Great Kai™ Planet



If you weren't so busy teaching an opponent the meaning of pain, you might take some time out to admire the sheer beauty on display.

The Z Sword is buried in the distance, tantalizingly out of reach, while a waterfall of staggering proportions unfurls its torrent over a rocky outcropping to one side.



DRAGON WORLD

TANGLED TALES



Raditz™ and Nappa™ working for Frieza®?! Kid Trunks® going toe-to-toe with Dr. Gero™?! What's going on here? Dragon World mode, of course!

Dragon World is *Dragon Ball Z: Budokai 2's*™ quest mode. Here you discover a skewed version of true *Dragon Ball Z*® history as you make your way across a collection of stages laid out like a traditional board game. You fight when you make contact with foes, earn power-ups, and, most importantly, gather skills to use in your customizing endeavors.

It may be somewhat disorienting for the veteran (Hercule™ lending Goku® a hand during the Saiyan Saga is enough to make any long-time fan's head hurt), but you soon grow accustomed to its slightly off-kilter sense of time compression, distortion, and omission.

So gather the seven Dragon Balls® as Goku® and company take on...

Dragon World Rules of Thumb

Generally speaking, there are three phases to successful completion of a stage in Dragon World:

1. GET THE DRAGON RADAR.
2. USE THE RADAR TO CAPTURE THE DRAGON BALL®.
3. DEFEAT FOES.

In most cases, you have to do step 3 before step 2. Bear in mind that your foes are also on the lookout for Dragon Balls®.

Stage 1: Get the Dragon Balls® Before Nappa™ Does!



Raditz™ and Nappa™ arrive on Earth in search of the Dragon Balls® at the behest of their master, Frieza®. Goku® and company aren't going to let that go down without trying to throw a serious wrench in the works.

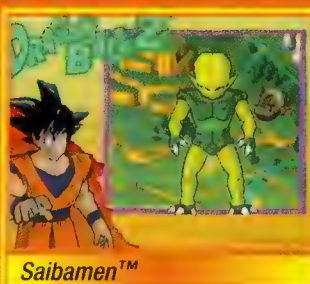
Stage 1: Foes



Raditz™



Nappa™



Saibamen™

NOTE

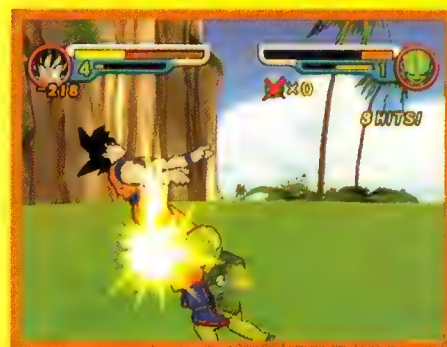
Just before each stage begins, you're asked to pick one or two allies to aid Goku® in his quest. You can only choose from the heroes, and you only have access to the characters you've earned thus far.



Before you head out, grab a partner. Choose wisely: Pick someone with whom you are familiar.



First, grab the Dragon Radar lying not too far away. Make sure it's active, then set a course for the Dragon Ball®.



Along the way, you have to deal with Nappa™, Raditz™ and the very unfriendly band of Saibamen™.



It's always a good idea to defeat any enemies you come across, if for no other reason than to collect the Capsules they drop.



After you've snuffed those two Saiyan rejects and their diminutive cohort, grab the Dragon Ball® and it's on to Stage 2.

NOTE

Gold Capsules are rare and best acquired in Dragon World. These Capsules are sometimes placed visibly on the map, while others are hidden under a map point. It does the player justice to search each map in its entirety the first couple of times through Dragon World.

Stage 2: Defeat Frieza®!

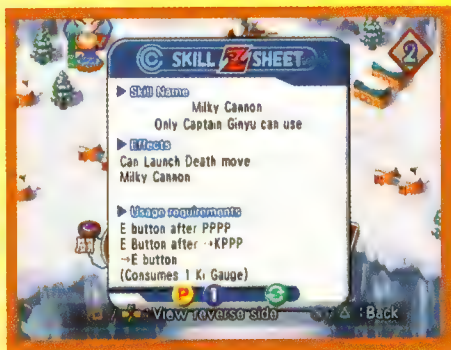


As they enter a frosty polar region, Goku® and company stumble upon the Ginyu™ Force and its master, Frieza®. Beat them and bag the Dragon Ball® to move onward.

Stage 1: Foes



First, pluck the Dragon Radar lying in the snow just off to the side. Once that's in hand, begin crackin' skulls.



Now dust Recoome™ and Captain Ginyu™. They're not much of a problem. Gather up the skills they leave behind.



Follow the active Dragon Radar until the dot is dead center. Then press ■ to do some diggin'. Up comes the Dragon Ball®!

NOTE

In order to grab the Capsule by Frieza® on the map, a character must get to the map point that connects the lower half to the upper half of the map, and search the area. This will uncover an extra move turnip that will get you there ahead of this miscreant.



Shiny orange orb in hand, make your way over to Frieza® and show him how a Saiyan takes care of business.



Defeated, Frieza® makes a dash back to his spaceship (the Ginyu Force™ in tow) and it's on to the next stage.

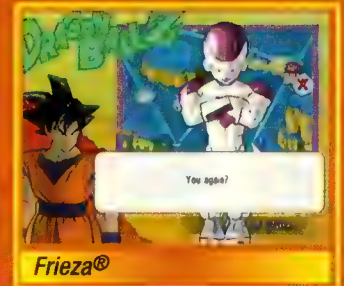


Stage 3: Defeat Frieza®



After tracking Frieza® and crew to Namek™, the Z Warriors must deal with the revolting reptile once more, as well as a new menace: the Saiyan Prince Vegeta®.

Stage 3: Foes



NOTE

Dragon World becomes progressively easier with every skill you unlock because you'll be able to beef up your fighter along the way.





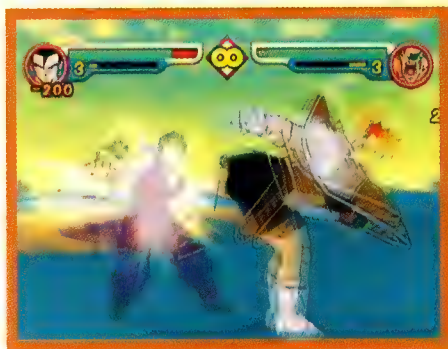
Your partner should be situated right next to the Dragon Radar as the stage opens up. Switch to him and hop over to claim it.



That should send Vegeta® moving into Goku's® range—run over and smack him.



Once you defeat Vegeta®, he joins the Z Warriors' cause. Glad he comes around faster here than he did in the show.



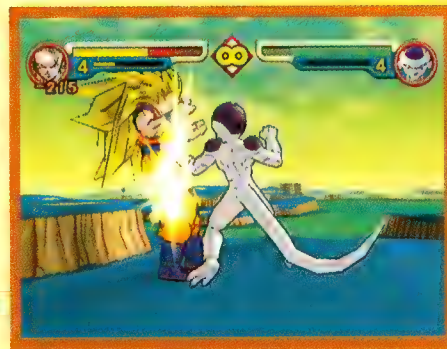
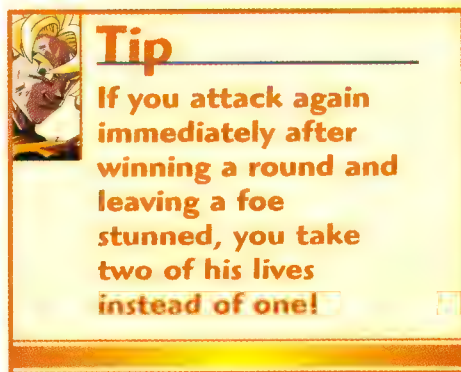
While Goku® deals with Vegeta®, your partner should be tangling with Captain Ginyu™ or Recoome™ to take them out of contention.



With Vegeta® on your side, the going gets simpler...which is too bad for Captain Ginyu™ and company.



With Recoome™ and Captain Ginyu™ out of action (permanently, this time) use the Dragon Radar to track down the third Dragon Ball®.



At this point, an annoyed Frieza® brings the fight to you. Do your best to whittle him down, bit by bit.

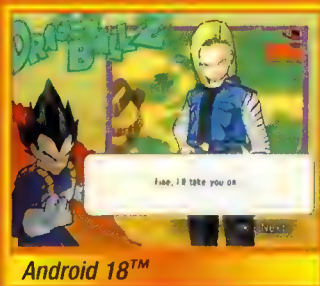
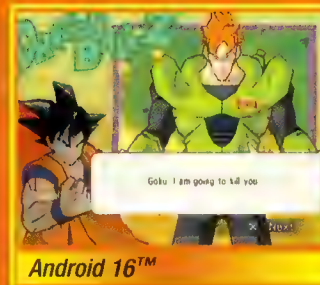


After you finally defeat Frieza®, the poor loser decides to destroy Namek™! Luckily for Goku®, a spaceship is nearby to spirit him to safety.

Stage 4: Defeat Dr. Gero™/Defeat the Androids™/Defeat Cell™!



Stage 4: Foes



NOTE

This time out, you pick two allies to aid you in your fight against Dr. Gero™ and the Saiba Rangers.



Tip

Have Goku® search his starting point to acquire an extra move turnip.



Take your team and rub out the Saiba Rangers running rampant.



Once you've crushed them (preferably with a nice bowl of milk), Dr. Gero™ must face the music. Pound the old man into submission and show him why Androids™ will never rule the world.

DRAGON BALL Z BUDOKAI 2™ 武道会 2

PRIMA'S OFFICIAL STRATEGY GUIDE



When Dr. Gero™ is out of commission, his newest creations arrive to rain on everyone's parade. Take the fight to these newest mechanized monstrosities.



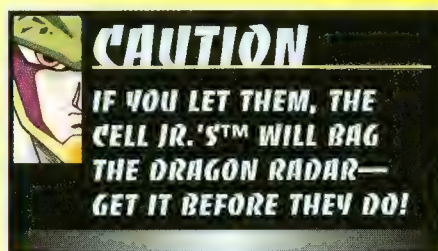
You have three fairly tough fights on your hands, so watch yourself (and your lives) as the battles press on.



After you defeat Android 16™, Cell™ shows up with a clutch of Cell Jr.'s™! Now things get interesting...



The Cell Jr.'s™ are as much nuisance as anything else. Trounce them, then get on with destroying their wicked progenitor.



You may have to keep up the chase; eventually you corner Cell™.



As you may have surmised, Cell™ isn't exactly a pushover. Persevere through at least four of his lives to carry the day.



While you're chasing Cell™, don't forget to dig and search for the Dragon Ball® along your way—even if one of those pesky Cell Jr.'s™ walked off with the Dragon Radar.



When Cell™ is pushin' up daisies (for a little while, anyway) pack up and head for the next stage.

Tip

Keep in mind that you can always go to the Options screen and ratchet down the difficulty a handful of notches to make the going a bit smoother.

Stage 5: Defeat the Supreme Kai™/Prevent Buu™ from Hatching!



As Stage 5 opens, Goku® finds himself in a bit of a pinch: He has to fight the Supreme Kai™ in one-on-one combat.

Stage 5: Foes



Make for the Supreme Kai™ and have it out. He has only one life bar, so it shouldn't be *that* hard...right?



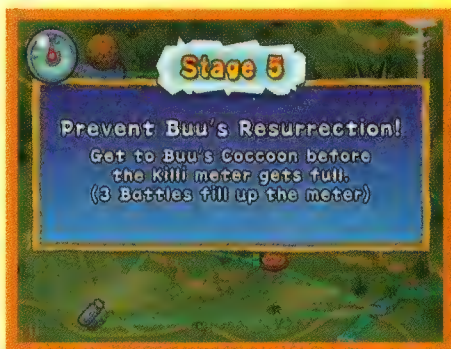
Once you've subdued the Supreme Kai™, he asks for your aid in stopping Babidi™ from reviving the ultra-powered Buu™. Needless to say, you have a job to do.



You have to get to Babidi™ before he can revive Buu™.



On your way to nab Babidi™ and nip his insidious plot in the bud, grab the Dragon Radar so you can locate the Dragon Ball® without much stress.



Babidi™ soon takes control of Vegeta®, turning him into Majin Vegeta® as well as reviving Frieza® and Cell™. Even worse, you now only have three battles before Buu™ is born!

NOTE

Dabura™ does not count as a strike against you when you engage him in combat.



You can avoid most of the fights, but choose them carefully, because you only get three before Buu™ returns to life! Fortunately, fighting Dabura™ doesn't count as one of the three.



Before keeping your appointment with bug-eyed Babidi™, hunt down the Dragon Ball® and add it to your burgeoning collection.



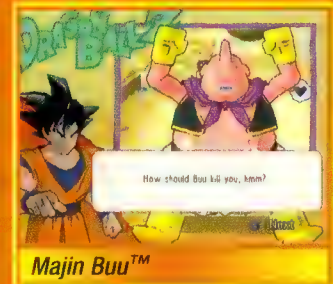
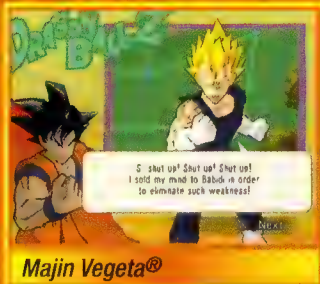
It's just a quick jog over to Buu's™ hatching spot. Run over and take it out with your Saiyan-powered muscles, then watch as Babidi™ skips town.

Stage 6: Capture Babidi™/Defeat Majin Buu™!

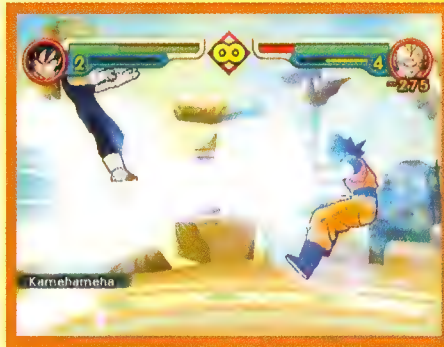


Pursuing Babidi™ onward as he tries to cement the resurrection of Buu™, you have to deal with Majin Vegeta® and company once and for all.

Stage 6: Foes



First, send your partner to the Dragon Radar, assiduously guarded by Dende™. When the Dragon Radar is in hand, send Goku® out to break some bones.



Goku® is quickly ambushed by Majin Vegeta®. Show him who's boss, then prepare to face down Majin Frieza® in the next breath.



Once you deal with the trio of terror, track down Babidi™ and put a stop to his malevolent plan to harness the unfathomable might of Buu™.



Unfortunately, there's no stopping Babidi™ from reviving Buu™. But too bad for Babidi™, Buu™ doesn't think much of him. Bye-bye, ugly.



Putting Babidi™ out of the picture breaks his hold over Cell™, Frieza®, and Vegeta®. In one of those cases, that's a good thing.

NOTE

Once you reach the second stage, the only objective is defeating Majin Buu™—Cell™, Frieza®, and Vegeta® may or may not approach the players in an attempt to fight. Nonetheless, it may be worth a new Capsule for defeating them.



On your way to deal with Buu™, keep an eye on your Dragon Radar—it wouldn't do to walk by a Dragon Ball® directly in your path.



Dealing with Buu™ is tough. As with other end-of-level types, he is significantly more powerful than the other challengers scattered about the board. Be on your toes to erase his three life bars.



During Majin Buu's™ death throes, Super Buu™ is born! Head into Stage 7 to put an end to this menace.

Stage 7: Defeat Majin Buu™!



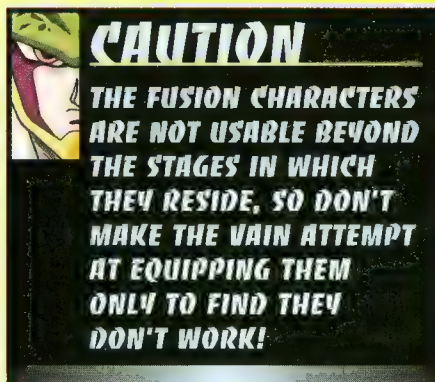
Could this be it? The final showdown against Super Buu™? Don't count on it. But this time, at least, you have the big guns in the form of Gotenks®, the Fusion of Goten® and Kid Trunks®.

Stage 7: Foes





After fusing, your main concern is collecting the final Dragon Ball® and destroying Buu™. Anyone else in your way represents a mere detour.



Tip

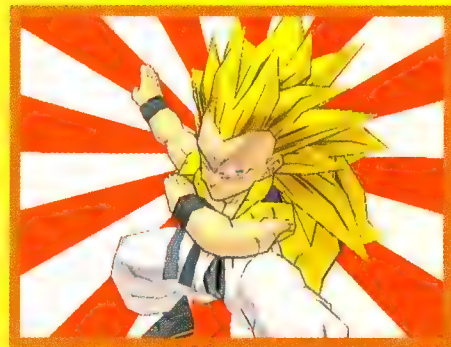
To start the map off, the chosen teammate should search the ground to uncover the extra move turnip.



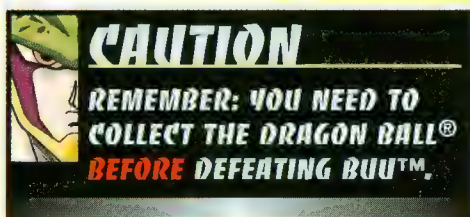
Send the one character you chose through the Mr. Popo™ warp to the left and he lands just south of the Dragon Radar. Hop up and grab it.



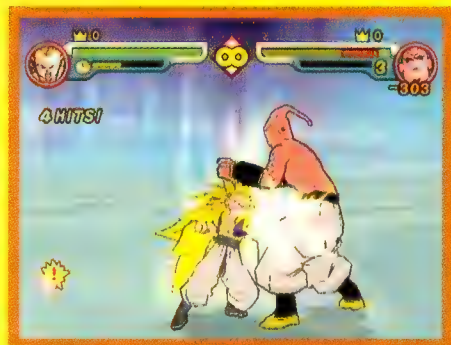
Before long, Buu™ makes his way around the board absorbing Frieza®, Cell™, and the like. That can't be a good thing, can it?



Your best bet to defeat Buu™ lies with the powers of Gotenks®. This terrible tot is leagues beyond the other playable characters at this point, so don't hesitate to send him into the fray.



Don't forget to keep looking for the Dragon Balls® while Gotenks® is busy going Super Saiyan 3 on Buu™.



Just when you think you've defeated Buu®, he turns around and devours Gotenks®! Now the Z Warriors are in hot pursuit, determined to stop this insidious monster from destroying the Earth and everyone on it.

Stage 8: Defeat Majin Buu™!



On Earth once more, you must put a stop to Buu™—again. On the plus side, Supreme Kai™ has an amazingly handy present for you....

Stage 8: Foes



Tip

If you have Viral Heart Disease and Vaccine, equip them in your skill tray for facing off against Buu™—it could be the difference between life and unending death on this stage.



Tip

Buu™ can be incredibly deadly if you manage to lose Gohan® to him. Reset the console at this point to go back to the beginning of the stage to no ill effect.



If you missed one of the Dragon Balls® (i.e., if you don't have seven), send Supreme Kai™ to grab the Dragon Radar.



Keep moving Gohan® away from Super Buu™ toward the north to meet up with Goku® and the others.



Despite your best efforts to stay clear, Buu™ catches up with Gohan® before backup can arrive. Do your best to keep your foe at bay.



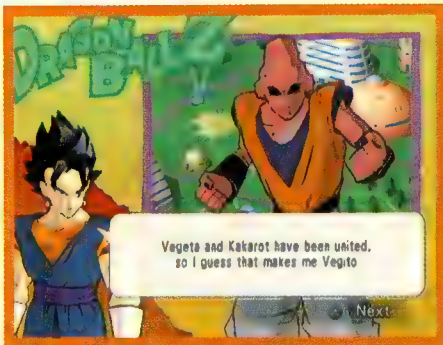
If Buu™ wins, he absorbs Gohan® and adds Gohan's® life bar to his own. Do you know where the reset button is?



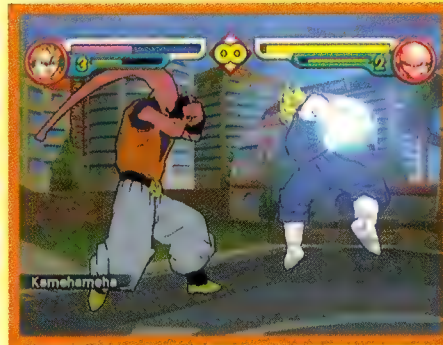
If you win (and are feeling daring) press the attack and attempt to carve two more life bars from Buu's™ hide. If not, pull back and wait until Goku® and the Supreme Kai™ trade the Potara.



After you get Supreme Kai™ and Goku® together, Vegeta® arrives on the scene. Bring them together to initiate a fusion to birth Vegito®.



Vegito® is born! Now put Buu™ in his place—six feet under.



Needless to say, Buu™ doesn't stand a chance against Vegito®. Keep pounding away until he's nothing more than a pink puddle o' goo.



Once you finally lay Buu™ to rest, he assumes his final form: Kid Buu™! It's time to end this once and for all...

Stage 9: Defeat Kid Buu™!



This is it: the end of the line for Buu™ and company. It's strongly recommended that you choose Vegeta® and Goten® or Kid Trunks® as your partners for their fusion abilities at the outset.

Stage 9: Foes



Kid Buu™



Saiba Rangers



Cell™



Frieza®



Start by rubbing out the various Saiba Rangers throughout the area in preparation for the penultimate battle against Kid Buu™.



Shortly after your first moves, Frieza®, Cell™, and a clutch of Cell Jr.'s™ arrive to show that you can't keep a loser down.



If you haven't claimed all seven Dragon Balls® at this point, pick up the Dragon Radar situated near one of your characters at the start.



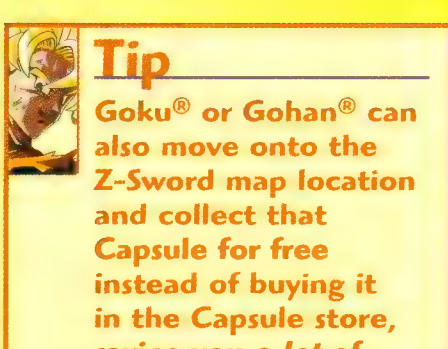
Where Cell™ is situated on the map leads to an immediate dip in health. Tack on the Viral Heart Disease Capsule and he's toast in no time flat.



Before dealing with Kid Buu™, stop at the Dende™ points on the map to max out your lives at five. If not, you could be in for a world of hurt.



To get to Buu™, you can use three of the five Mr. Popo™ carpet map points. Bag the two-turn item with your strongest character.



Now punch and kick your way through Frieza® to get to the Mr. Popo™ gate that takes you to Kid Buu™.



If you have access to the Viral Heart Disease and any of the recovery items—Senzu Bean, Dende's™ Recovery, etc.—add those to your skill tray *before* tackling Frieza®.



After you've dealt with Frieza®, take the Mr. Popo™ gate directly south of his initial position to warp one step from Kid Buu™.



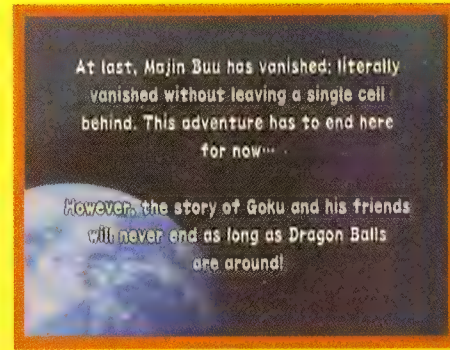
With the Viral Heart Disease and Vaccine equipped (if you have them), let Kid Buu™ come to you. It's time to lay down the smack.



Keep your distance while the Viral Heart Disease does its job. Once he's down to a final half bar of life, lay into him with everything you've got.



Repeat until he's nothing more than a wad on the sole of your well-traveled boot. Good riddance to bad rubbish.



Congratulations! You've conquered Dragon World!

THE DRAGON BALLS® ARE YOURS!



If you snagged all seven Dragon Balls®, Shenron™ appears to grant you one wish. What wish will you make? Well, that's up to you, Saiyan!

NOTE

With all seven Dragon Balls® collected, Shenron™ will be summoned and three possible Capsules will be available: Babidi's™ Ship and two random Breakthroughs—it is strongly recommended (to facilitate character collecting) that you pick Babidi's® Spaceship.

SKILLS EDIT

BUILDING A BETTER Z WARRIOR

So you're not happy with the default range of attacks available at the outset of *Budokai 2*™? You'd rather construct a fighter that's either more like the characters you remember or something more to your liking. Maybe you'd like to take little from, say, Goku® and mix that with something like a Senzu Bean? You're in luck with the Edit Skills mode.



Obtaining Skills

First you'll need some skills. You collect these one of two ways:



You can earn them by playing through Dragon World mode and hunting high and low for them as you go (either by stumbling upon them, searching for them, or defeating foes for them).



You can also purchase most of the skills at the Skill Shop with Zenie you've earned in Dragon World mode or World Tournament mode.

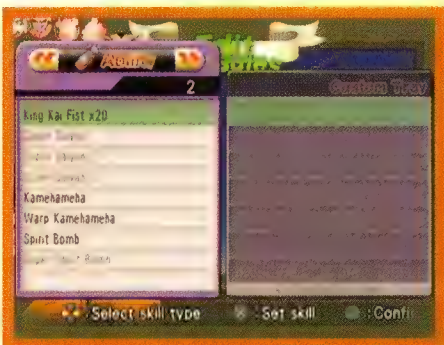


When you have a fair collection of skills, head to the Edit Capsules section in the Edit Skills mode to assign them to your chosen fighter. This is where the fun starts.

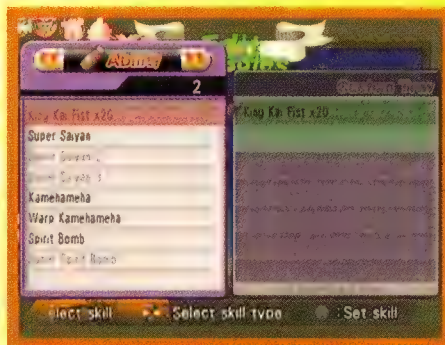
Edit Capsules

First, select which fighter you want to edit. We'll go with Goku®, but the same rules apply for everyone.





After selecting a fighter, bring up your list of currently available skills. Toggle between Ability, Physical, and Support Capsules with ← and →.

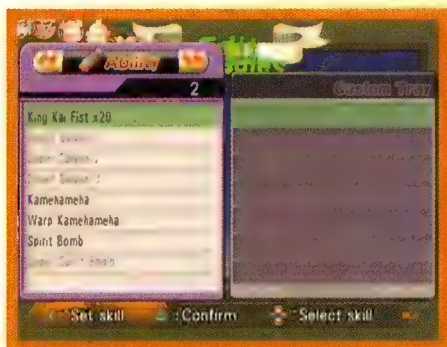


When you see a skill you like, press X to add it to your custom tray. Now that skill is usable in all gameplay modes where you select "Custom" under the character options. This includes World Tournament, Duel, and Dragon World (you can even edit on the fly from within those modes).

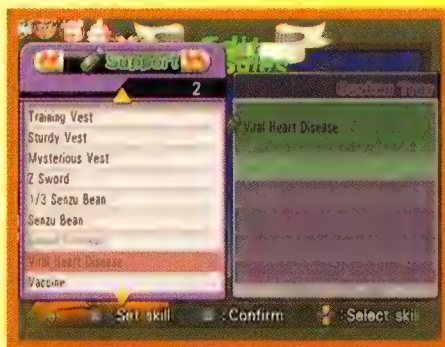
That's all pretty cut-and-dry, but there's an even better way to approach skill editing that lies in creating custom characters to deal with a particular situation.

Custom Characters

Let's say you're having a very difficult time with an enemy that not only hits like a runaway truck, but also has proved extremely resilient to your blows. This is a nightmare scenario, but it's one you face in the later chapters of Dragon World mode. In such a case, you might want to build a character with the following attributes (again using Goku® as an example).



First, head over to Edit Capsules and select Goku®. From there, empty his custom tray by hitting X then ● until it's devoid of skills.



Because the foe you're facing might be, say, Kid Buu™, you need something that puts you in the driver's seat as far as damage goes. Move to Support Capsules, then scroll down till you see Viral Heart Disease. Press X to add it to your custom tray. Note that this skill takes up two slots.



Press ↓, then hit X to bring up the Capsules. Scroll up a bit and add 1/3 Senzu Bean to your custom tray. This lets you gain back a full life bar when you've been reduced to the point where you'd normally perish.



With those both added, head over to your Ability Capsules and add King Kai™ Fist x20, Super Saiyan, Kamehameha, and Warp Kamehameha. This gives you a decent selection of energy weapons and allows you the ability to raise the damage on each.



Thus equipped, back out to the main mode screen and select Dragon World, Duel, or World Tournament mode.



In Duel and World Tournament modes, pick your character (in our case, Goku®) and select "Custom" to import the specially designed Goku® into the next battle.



In Dragon World mode, press **R1** to bring up your custom tray. Verify that the correct skills are present, then prepare to romp all over your foes in the coming battles!

A FIGHTER FOR EVERY DAY

Experiment with the myriad skills to come up with unique killing machines suited for just about any situation. Remember, the more skills you earn, the greater the customization possibilities!



SECRETS

BABIDI'S™ SPACESHIP

You're wondering what's behind that last remaining option on the main mode-select screen, eh? And you don't want to wait to find out? We've got you covered: Earn Babidi's™ Spaceship Capsule and you unlock his spaceship.

It's a four-level dungeon roughly based on Gohan's® trials aboard that ship in his ordeal during the Babidi™ Saga. Each level has a goal, and the Kili you earn is used to unlock Buu™ from his cocoon.



1st Floor

For the first stage, Vegeta®, Goku®, and characters in the mid-sized class make the best choice due to their combo of speed and strength.



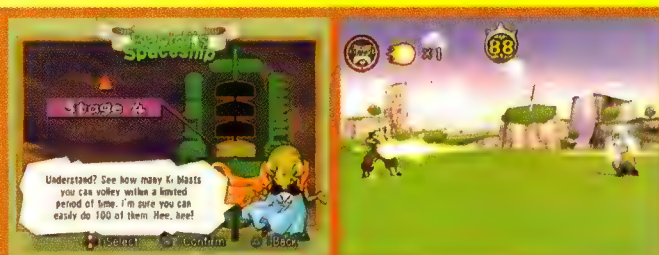
2nd Floor

Krillin® (and other smaller characters) are a good bet for the second stage due to their rapidity at side-stepping. Add in some Capsules (such as the Senzu Bean) to make things even easier on yourself.



3rd Floor

Again, on the third floor, go with smaller characters due to the sheer velocity and lightning ferocity of their attacks, e.g. Krillin®, Goten®, etc.



4th Floor

And, finally, the fourth floor once again calls for smaller, more spritely warriors such as Goten® and company, though if you're comfortable using Goku® (or even Nappa™) when selecting, don't let us stop you.

FUSIONS AND THE POTARA EARRING

You thought the power levels were maxed with the Breakthrough Capsules, did you? You didn't realize this disc also contained a smattering of new characters for you to play with—the various Fusions and Potara Earring couplings as well as some, er, interesting new combinations.

Find the Capsules and they're yours!

Vegito®



PRIMA'S OFFICIAL STRATEGY GUIDE

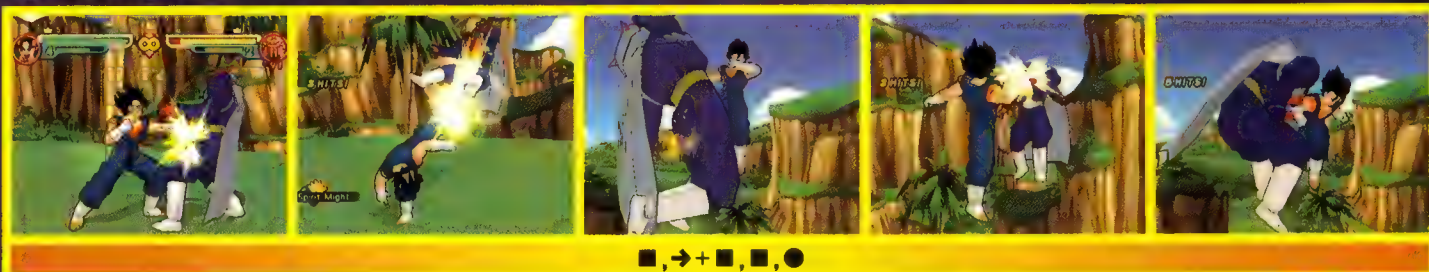
Spirit Cannon (2 Gauges)



Spirit Sword [SS Vegito® Only] (3 Gauges)



Spirit Might



Surf Chain



Dragon Drive



Gokule



Trick Beam



Ultra Spirit Bomb



Super Finish Gokule Attack



Super Dragon Dynamite



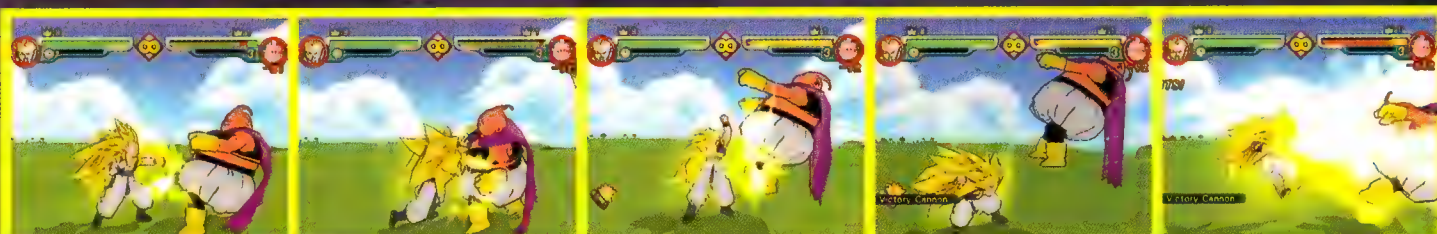
→ + ▲, ▲, ▲, ●

Gotenks

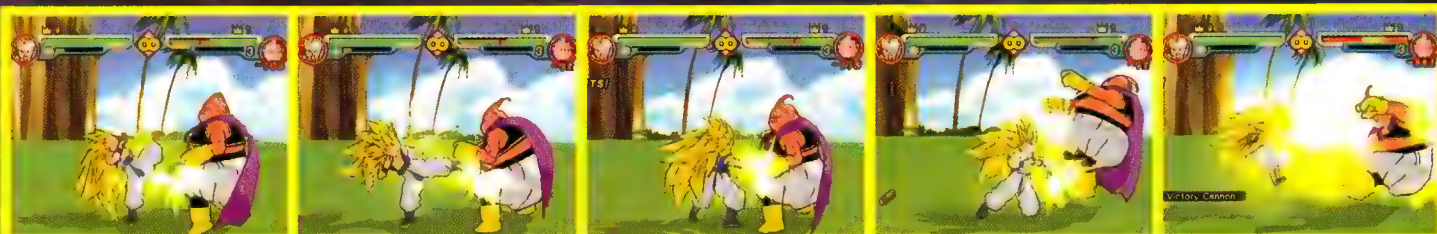


■, ■, ▲, ▲, ●

Victory Cannon [SS 3 Only]



■, → + ■, ■, ●



→ + ▲, ▲, ■, ■, ●

Galactica Donuts [SS Only]



Super Ghost Kamikaze Attack [SS Only]



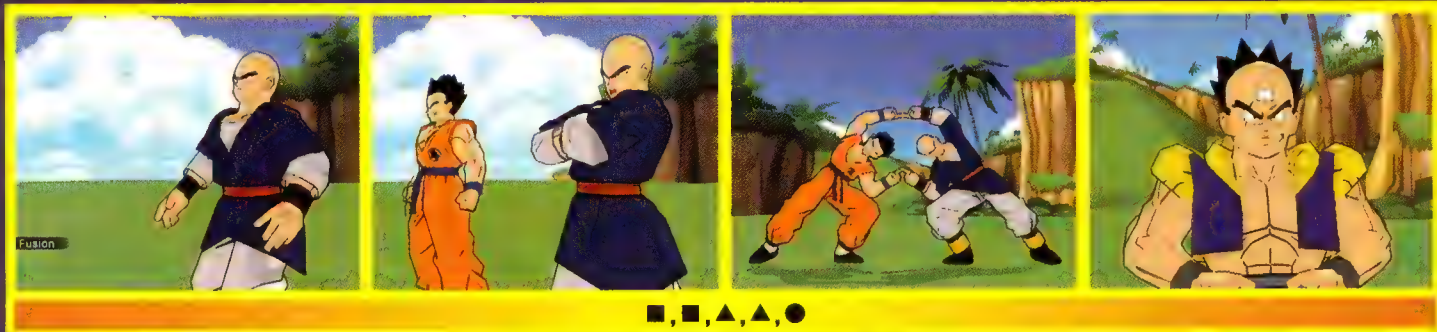
Ultra Missile Parfait



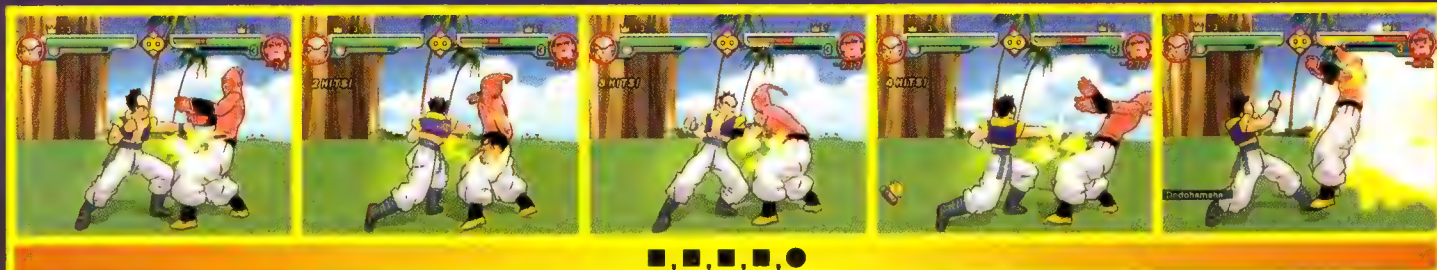
Continuous Die-Die Missiles



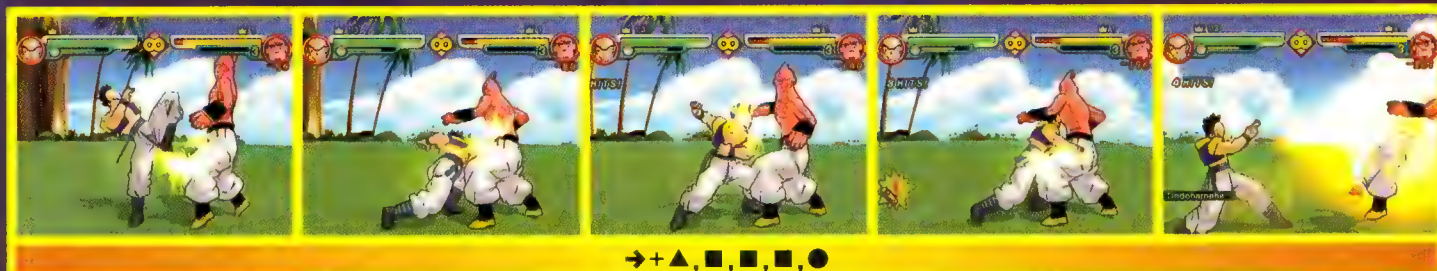
Tiencha™



Dodohameda



Dodohameha



Wolf Fang Volleyball Fist



Sirius Hammerfist



▲,▲,→+▲,▲,●

Wolf Fang Jackhammer Fist



→+■,■,■,■,●

Wolf Fang Machinegun Fist



→+▲,▲,▲,▲,●

Kibitoshin™



■,■,▲,▲,●

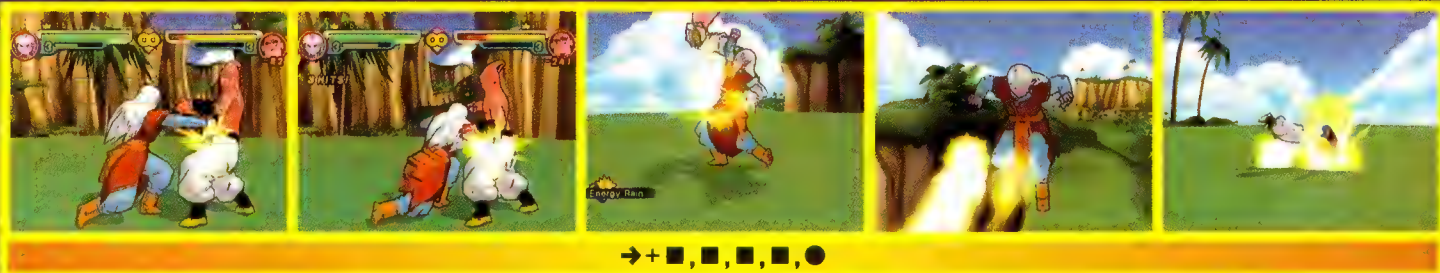
Shockwave



Holiness Break



Energy Rain (2 Gauges)



Majestic Rush (2 Gauges)



→ + ▲, ▲, ▲, ●

ROSTER REVEALED

Unlocking Warriors in Dragon World

Use	To Beat	To Unlock
Tien™	Nappa™ on map 1	Yamcha® ✓
Vegeta®	Nappa™ on map 1	Nappa™ ✓
Anyone	Recoome™ on map 2	Recoome™ ✓
Goku®	Vegeta® on map 3	Vegeta® ✓
Vegeta®	Ginyu™ on map 3	Captain Ginyu™ ✓
Goku®	Frieza® on map 3	Frieza® ✓
Kid Trunks®	Vegeta® on map 3	Trunks® ✓
Anyone	Dr. Gero™ on map 4	Dr. Gero™ ✓
Goku®	Android 16™ on map 4	Android 16™ ✓

Use	To Beat	To Unlock
Goku®	Cell™ on map 4	Cell™ ✓
Krillin®	Android 18™ on map 4	Android 18™ ✓
Piccolo™	Android 17™ on map 4	Android 17™ ✓
Gohan®	Cell™ on map 4	Great Saiyaman™ ✓
Goku®	Supreme Kai™ on map 5	Supreme Kai™ ✓
Great Saiyaman™	Buu™ on map 6	Hercule™ ✓
Hercule™	Buu™ (Gohan®) on map 8	Videl® ✓
Gohan®	Cell™ on map 9	Teen Gohan® ✓

To unlock a quarter of super villains, you'll need to venture into Babidi's™ spaceship and score the corresponding amount of Kili:

Dabura™: 300 ✓
 Majin Buu™: 1200 ✓
 Super Buu™: 2400 ✓
 Kid Buu™: 3600 ✓

The Fusions are pretty easy (well, just as soon as you get all the Breakthrough Capsules, anyway):

Gotenks®: Automatically on Map 7
 Vegito®: Goku® and Vegeta® meet on Map 8
 Tiencha: Tien™ & Yamcha® Breakthroughs **plus** Gotenks®
 Gokule: Goku® and Hercule™ Breakthroughs **plus** Vegito®
 Kabitoshin™: Supreme Kai™ Breakthrough **plus** Vegito®

World Tournament: Easy Victory

So you want to beat World Tournament mode and you're having some trouble? No sweat, follow these simple steps to reduce your opponents to gibbering bags of bone meal:

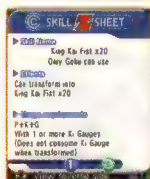
- Utilize characters with strong Rush combos such as Vegeta® to score easy ring-outs via his (for example) ■, ■, ■, ■ combo.
- Use Juggle combos to "float" enemies out of the ring.
- To make things much easier, arm the Viral Heart Disease, Vaccing, and Senzu Bean Capsules to give yourself plenty of breathing room.
- Blocking and sidestepping can also be of some use here, but be very wary of sidestepping yourself into a ring-out.

CAPSULE COMPENDIUM

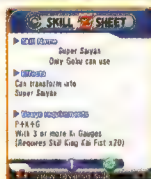
SAIYANS

Goku

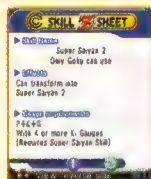
Ability Capsules



King Kai™
Fist x20



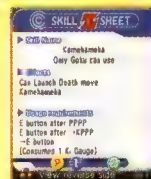
Super Saiyan



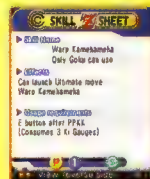
Super Saiyan 2



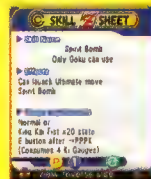
Super Saiyan 3



Kamehameha



Warp Kamehameha



Spirit Bomb

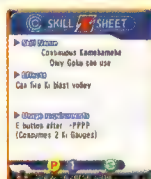


Super Spirit Bomb

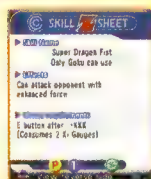
Physical Capsules



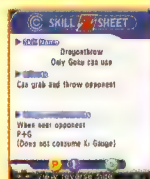
Zanku Fist



Continuous Kamehameha



Super Dragon Fist



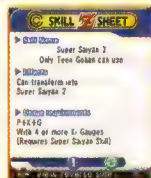
Dragonthrow

Teen Gohan®

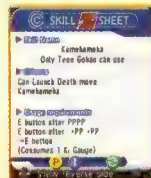
Ability Capsules



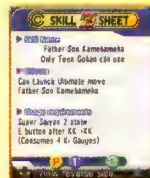
Super Saiyan



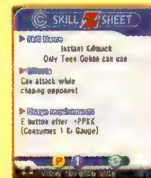
Super Saiyan 2



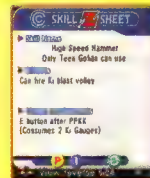
Kamehameha



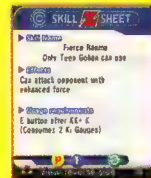
Father-Son Kamehameha



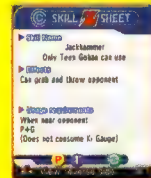
Instant Killquick



High-Speed Hammer



Fierce Ranma

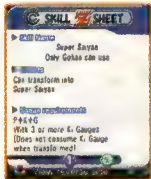


Jackhammer

Physical Capsules

Gohan

Ability Capsules



Super Saiyan



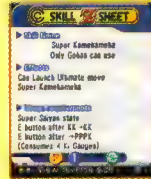
Super Saiyan 2



Elder Kai™
Unlock Ability

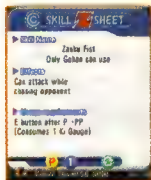


Kamehameha

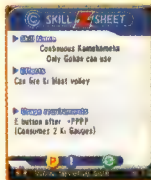


Super Kamehameha

Physical Capsules



Zanku Fist



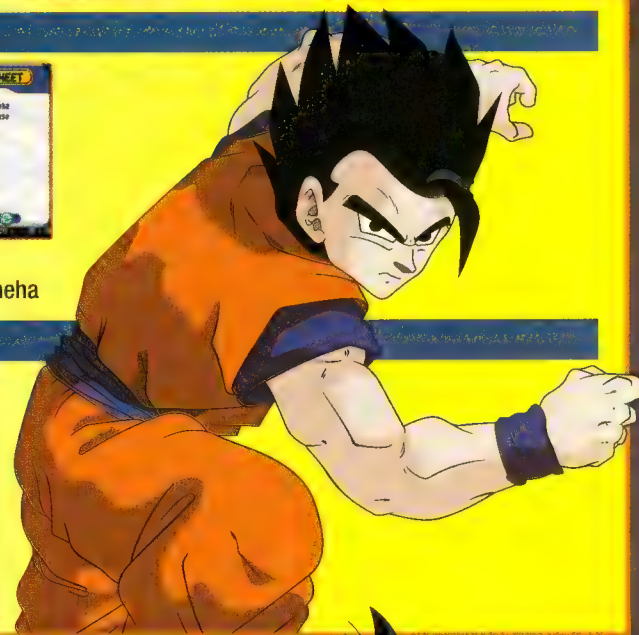
Continuous Kamehameha



Super Dragon Fist

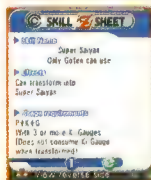


Jackhammer Smash

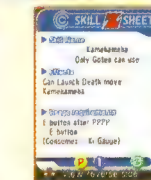


Goten

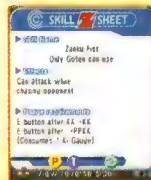
Ability Capsules



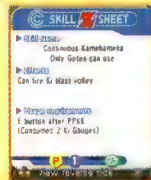
Super Saiyan



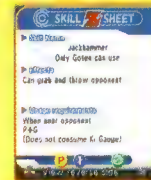
Kamehameha



Zanku Fist

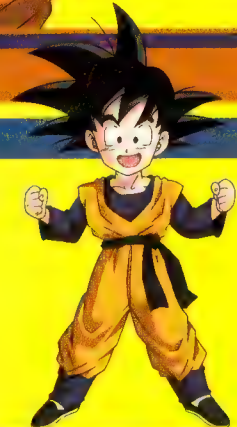


Continuous Kamehameha



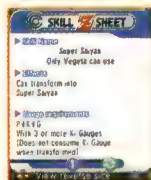
Jackhammer

Physical Capsules

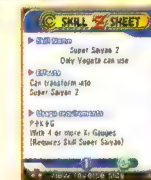


Vegota

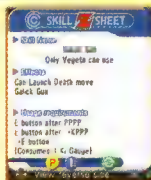
Ability Capsules



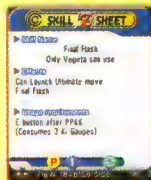
Super Saiyan



Super Saiyan 2



Galick Gun



Final Flash

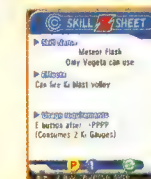


Big Bang Attack

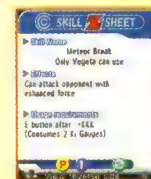
Physical Capsules



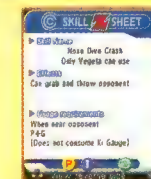
Final Bash



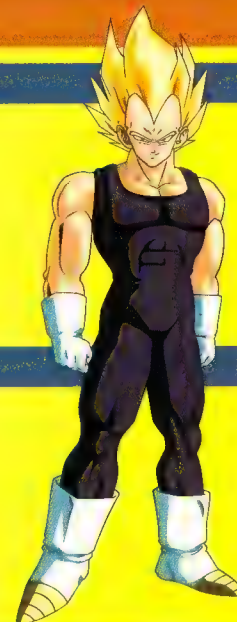
Meteor Flash



Meteor Break



Nose Dive Crash

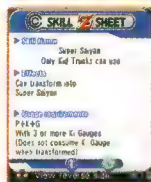


DRAGON BALL Z BUDOKAI 2™ 武 道 会 2

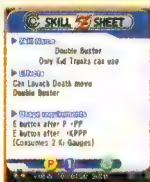
PRIMA'S OFFICIAL STRATEGY GUIDE

Kid Trunks

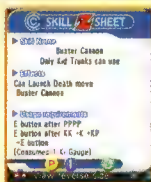
Ability Capsules



Super Saiyan

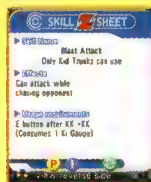


Double Buster

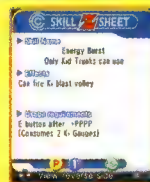


Buster Cannon

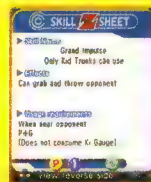
Physical Capsules



Blast Attack



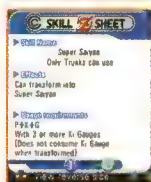
Energy Burst



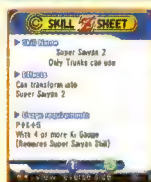
Grand Impulse

Trunks

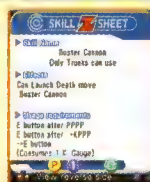
Ability Capsules



Super Saiyan



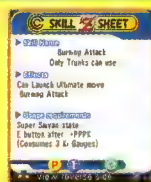
Super Saiyan 2



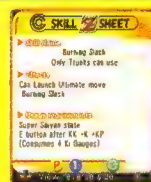
Buster Cannon



Finish Buster



Burning Attack



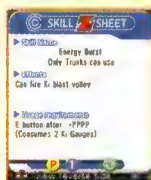
Burning Slash



Physical Capsules



Blast Attack



Energy Burst



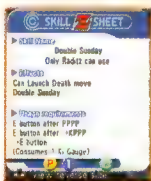
Meteor Break



Rapid Fall Slash

Raditz

Ability Capsules

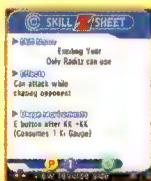


Double Sunday

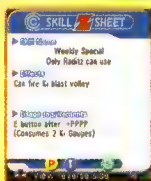


Saturday Crush

Physical Capsules



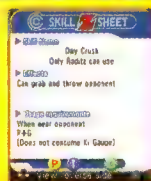
Exciting Year



Weekly Special



Dynamite Monday



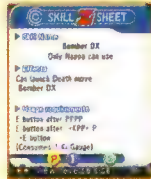
Day Crush

Nappa™

Ability Capsules



Break Cannon

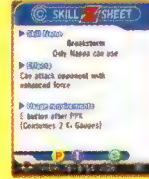


Bomber DX

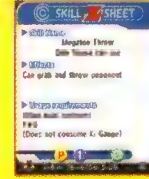
Physical Capsules



Giant Attack



Breakstorm

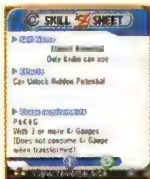


Megaton Throw

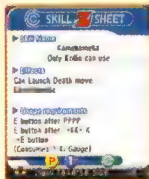
HUMANS

Krillin®

Ability Capsules



Unlock Potential



Kamehameha

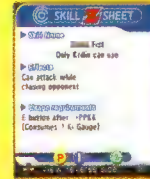


Destructo Disc

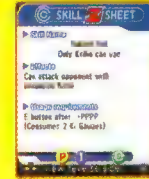


Fierce Destructo Disc

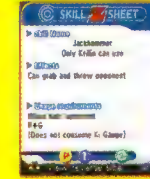
Physical Capsules



Zanku Fist



Valiant Fist



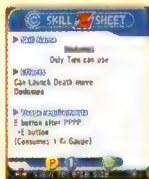
Jackhammer

Tien™

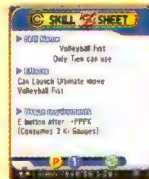
Ability Capsules



Ki Blast Cannon

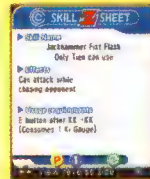


Dodompa

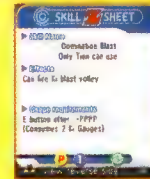


Volleyball Fist

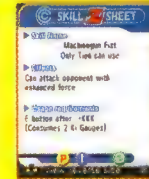
Physical Capsules



Jackhammer Fist Flash



Domination Blast



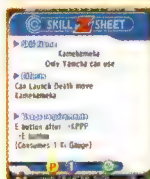
Machinegun Fist



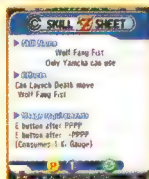
Jackhammer Fist

Yamcha®

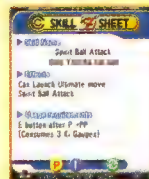
Ability Capsules



Kamehameha

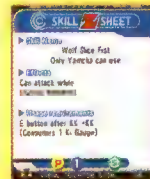


Wolf Fang Fist

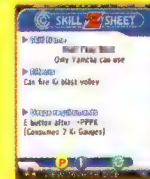


Spirit Ball Attack

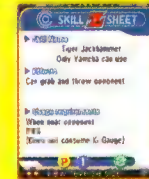
Physical Capsules



Wolf Slice Fist



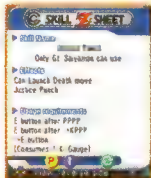
Wolf Fang Blast



Tiger Jackhammer

Great Saiyaman™

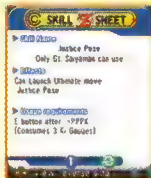
Ability Capsules



Justice Punch

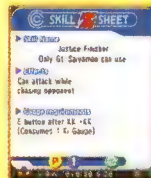


Justice Kick

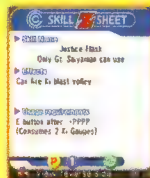


Justice Pose

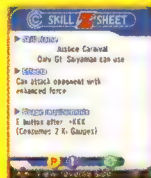
Physical Capsules



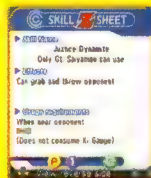
Justice
Finisher



Justice Flash



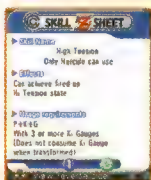
Justice
Carnival



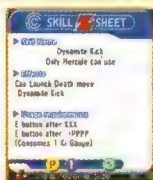
Justice
Dynamite

Hercule™

Ability Capsules



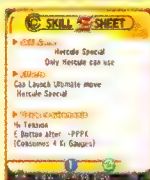
High Tension



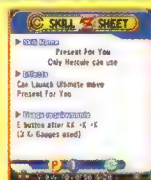
Dynamite Kick



Rolling Attack
Hercule™ Punch

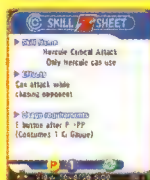


Hercule™
Special

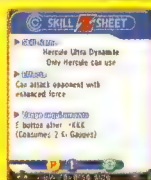


Present
for You

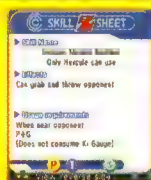
Physical Capsules



Hercule™
Critical Attack



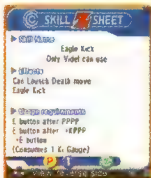
Hercule™
Ultra Dynamite



Hercule™
Miracle Bomber

Videl®

Ability Capsules

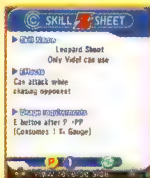


Eagle Kick



Videl's®
Close Call

Physical Capsules



Leopard Shoot



Falcon Rush



Bear
Blowthrough



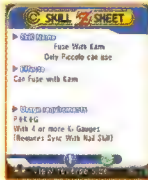
ALIENS

Piccolo™

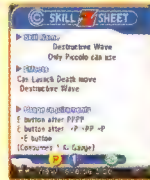
Ability Capsules



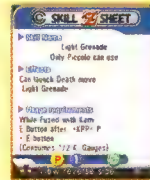
Sync with Nail™



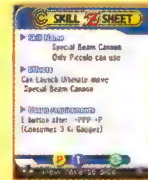
Fuse with Kami™



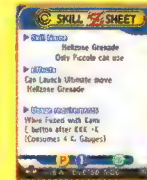
Destructive Wave



Light Grenade



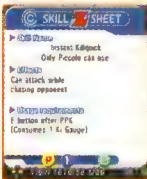
Special Beam Cannon



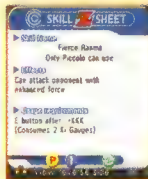
Hellzone Grenade



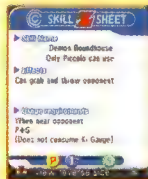
Physical Capsules



Instant Killquick



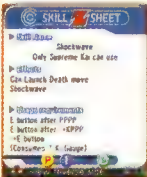
Fierce Ranma



Demon Roundhouse

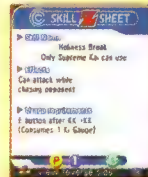
Supreme Kai™

Ability Capsules

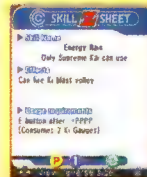


Shockwave

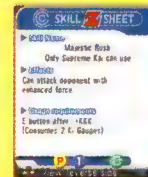
Physical Capsules



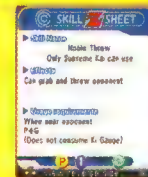
Holiness Break



Energy Rain



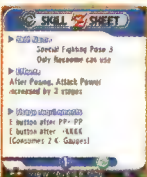
Majestic Rush



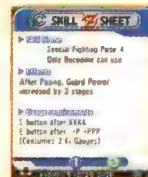
Noble Throw

Recoome™

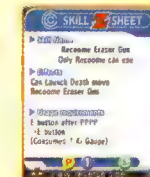
Ability Capsules



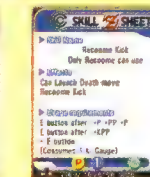
Special Fighting Pose 3



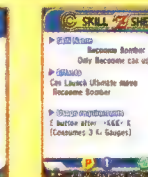
Special Fighting Pose 4



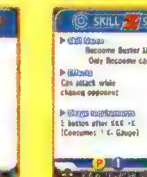
Recoome™ Eraser Gun



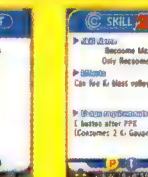
Recoome™ Kick



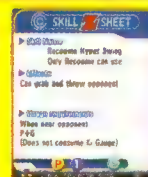
Recoome™ Bomber



Recoome™ Buster Magnum



Recoome™ Max Vulcan



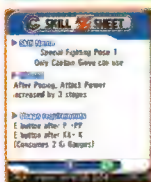
Recoome™ Hyper Swing

DRAGON BALL Z BUDOKAI 2™ 武道会 2

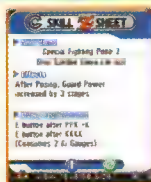
PRIMA'S OFFICIAL STRATEGY GUIDE

Captain Ginyu™

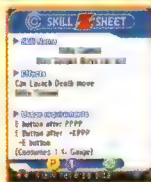
Ability Capsules



Special Fighting Pose 1



Special Fighting Pose 2

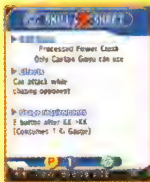


Milky Cannon

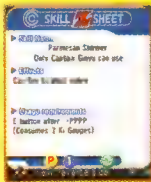


Body Change

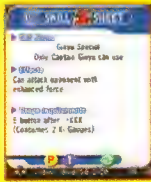
Physical Capsules



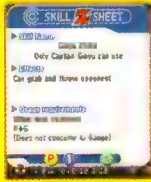
Processed Power Crush



Parmesan Shower



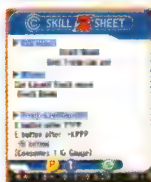
Ginyu™ Special



Ginyu™ Strike

Frieza®

Ability Capsules



Death Beam



Death Wave

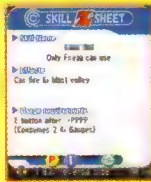


Death Ball

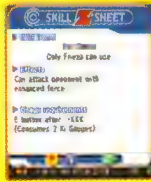
Physical Capsules



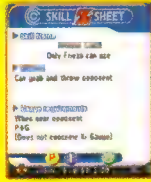
Frieza® Nightmare



Killer Ball



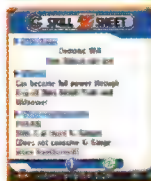
Evil Dance



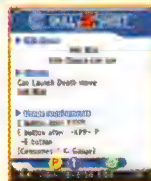
Meteor Crash

Dabura®

Ability Capsules



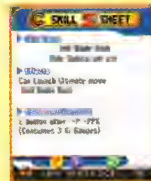
Demonic Will



Hell Blitz



Evil Blast

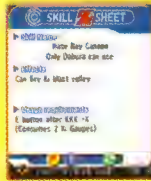


Hell Blade Rush

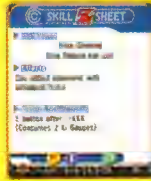
Physical Capsules



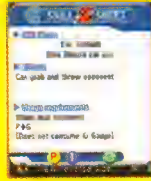
Hell Blow Shoot



Hate Ray Cannon



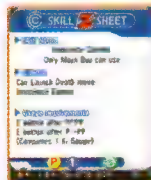
Hate Dancing



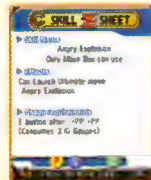
Evil Tornado

Majin Buu™

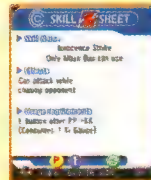
Ability Capsules



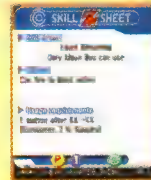
Innocence Cannon



Angry Explosion



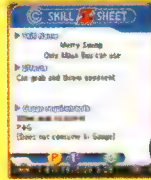
Innocence Strike



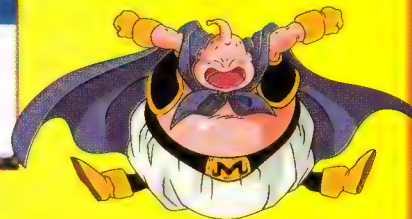
Enjoy Browning



Innocence Dance



Merry Swing

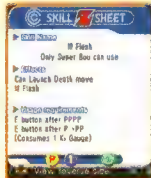


Super Buu™

Ability Capsules

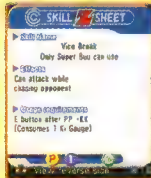


Absorption

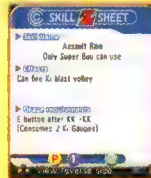


III Flash

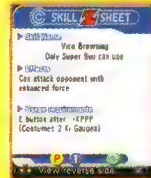
Physical Capsules



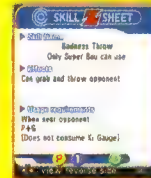
Vice Break



Assault Rain



Vice Browning



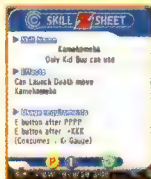
Badness Throw

Kid Buu™

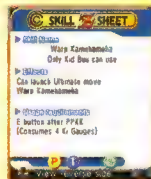
Ability Capsules



Vanishing Ball

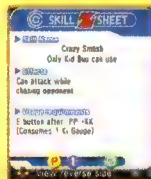


Kamehameha

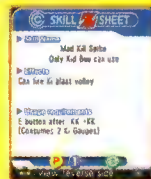


Warp Kamehameha

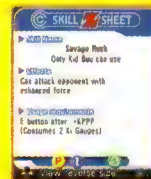
Physical Capsules



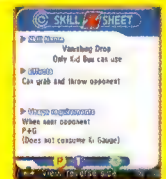
Crazy Smash



Mad Kill Spike



Savage Rush



Vanishing Drop

ANDROIDS™

Android 16™

Ability Capsules



Rocket Punch

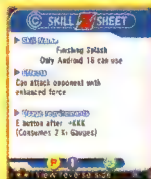


Hell Flash

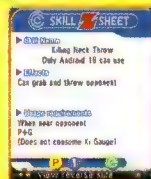
Physical Capsules



Devil Crush



Finishing Splash



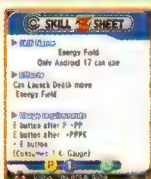
Killing Neck Throw

Android 17™

Ability Capsules

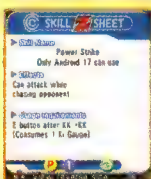


Power Blitz



Energy Field

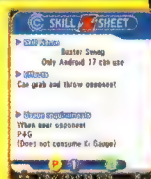
Physical Capsules



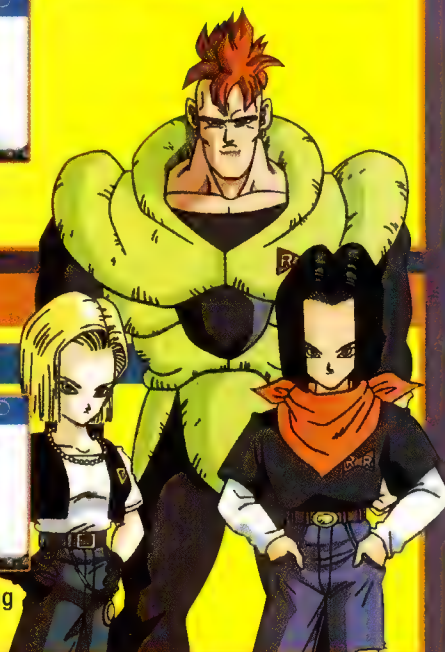
Power Strike



Power Falling Star

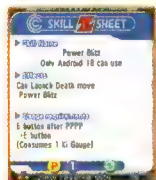


Buster Swing

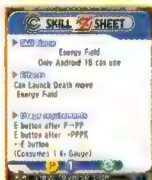


Android 18™

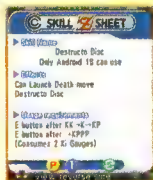
Ability Capsules



Power Blitz



Energy Field

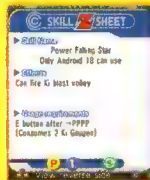


Destructo Disc

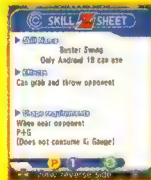
Physical Capsules



Power Strike



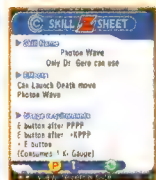
Power Falling Star



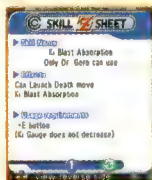
Buster Swing

Dr. Gero™

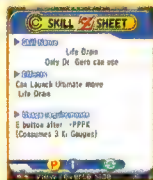
Ability Capsules



Photon Wave



Ki Blast Absorption

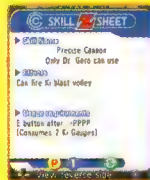


Life Drain

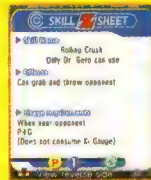
Physical Capsules



Power Break



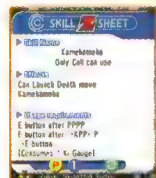
Precise Cannon



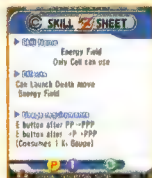
Rolling Crush

Cell™

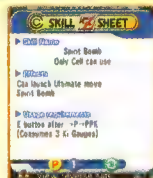
Ability Capsules



Kamehameha

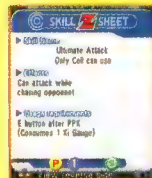


Energy Field

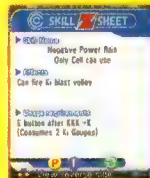


Spirit Bomb

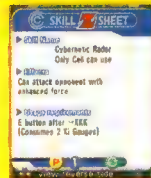
Physical Capsules



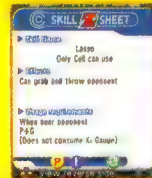
Ultimate Attack



Negative Power Rain

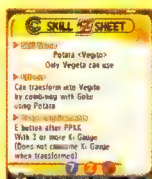
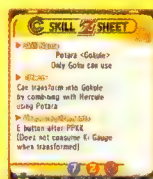
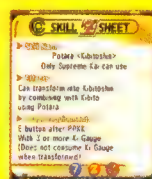
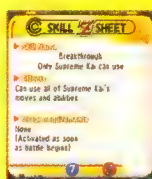
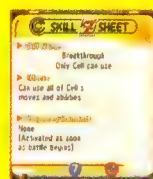
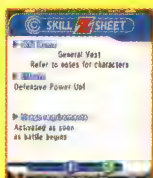


Cybernetic Radar

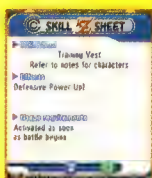


Lasso

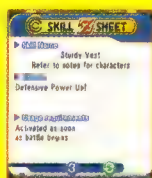
SUPPORT CAPSULES

Fusion
(Gotenks®)Fusion
(Tiencha™)Potara
(Vegito®)Potara
(Vegito®)Potara
(Gokule®)Potara
(Gokule®)Potara
(Kibitoshin™)Breakthrough
(Goku®)Breakthrough
(Teen Gohan®)Breakthrough
(Gohan®)Breakthrough
(Goten®)Breakthrough
(Vegeta®)Breakthrough
(Trunks®)Breakthrough
(Kid Trunks®)Breakthrough
(Piccolo™)Breakthrough
(Krillin®)Breakthrough
(Tien™)Breakthrough
(Yamcha®)Breakthrough
(Great Saiyaman™)Breakthrough
(Hercule™)Breakthrough
(Videl®)Breakthrough
(Supreme Kai™)Breakthrough
(Raditz™)Breakthrough
(Nappa™)Breakthrough
(Recoome™)Breakthrough
(Captain Ginyu™)Breakthrough
(Frieza®)Breakthrough
(Android 16™)Breakthrough
(Android 17™)Breakthrough
(Android 18™)Breakthrough
(Android 20™)Breakthrough
(Cell™)Breakthrough
(Dabura®)Breakthrough
(Majin Buu™)Breakthrough
(Super Buu™)Breakthrough
(Kid Buu™)

General Vest



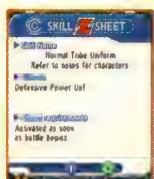
Training Vest



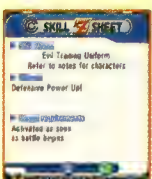
Sturdy Vest



Mysterious Vest



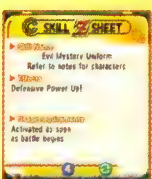
Normal Tribe Uniform



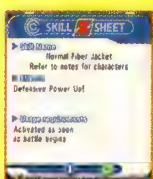
Evil Training Uniform



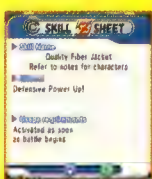
Evil Sturdy Uniform



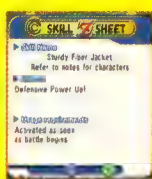
Evil Mystery Uniform



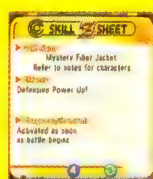
Normal Fiber Jacket



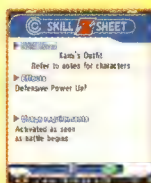
Quality Fiber Jacket



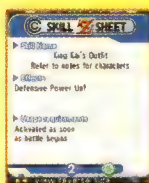
Sturdy Fiber Jacket



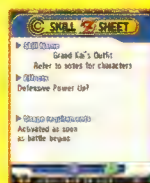
Mystery Fiber Jacket



Kami's™
Outfit



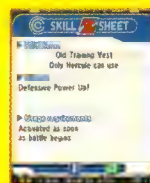
King Kai's™
Outfit



Grand Kai's™
Outfit



Supreme
Kai's™ Outfit



Old Training
Vest



Wedding Vest



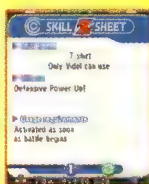
World
Champion Vest



High-Tech
Vest



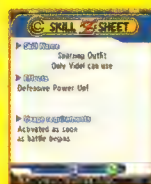
Champion Belt



T-Shirt



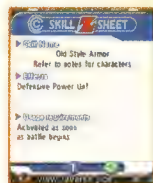
Black
Belt Vest



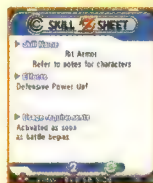
Sparring Outfit



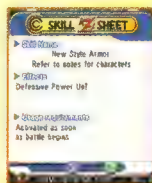
Great
Saiyaman's™
Wardrobe



Old Style
Armor



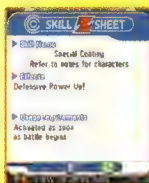
Rit Armor



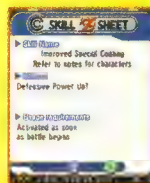
New Style
Armor



Bulma's™
Armor



Special
Coating



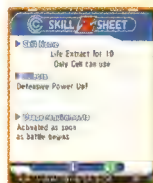
Improved
Special Coating



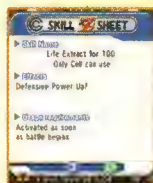
Nanomachine



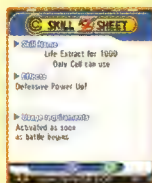
Improved
Nanomachine



Life Extract
for 10



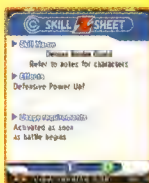
Life Extract
for 100



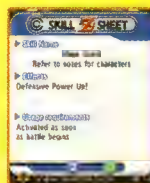
Life Extract
for 1,000



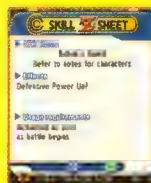
Life Extract
for 10,000



Demon
Realm Guard



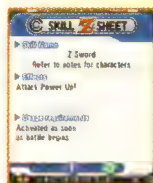
Mage Guard



Babidi's™
Guard



Bibidi's™
Guard



Z-Sword



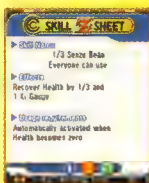
Dabura's®
Sword



Trunks'®
Sword



Cheering



1/3 Senzu
Bean



Senzu Bean



Frieza's®
Spaceship



Babidi's™
Mind Control



Saiyan
Heritage



Viral Heart
Disease



Vaccine



Super
Holy Water



Piccolo's™
Regeneration



Cell's™
Regeneration



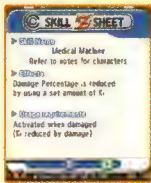
Majin Buu's™
Regeneration



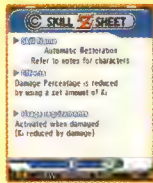
Dende's™
Regeneration



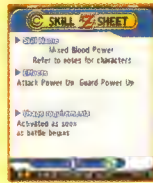
**Kibito's™
Revival Power**



**Medical
Machine**



**Automatic
Restoration**



**Mixed Blood
Power**



Rage!



Rage!!



Rage!!!



Serious!



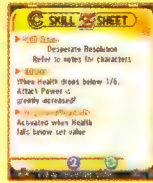
Serious!!



Serious!!!



**Power Near
the Limit**



**Desperate
Resolution**



**Desperate
Power**



**Pride of the
Strongest**



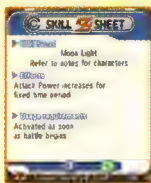
**Last Ounce of
Strength**



**Pressure on
the Champ**



**Dabura®
Cookie**



Moon Light



Potential



**Universal
Power**



Miracle Power



**Ultimate
Power**



**King's
Confidence**



**Mode-Switching
Systems**



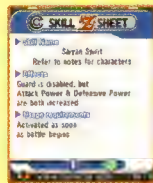
**Saiyans'™
Awakening**



Nature of Evil



**Toxic
Chocolate**



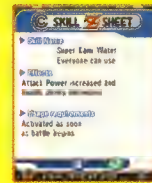
Saiyan Spirit



**Ginyu™
Force Badge**



**Hercule's™
False Courage**



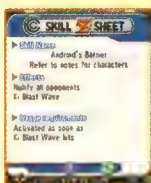
**Super Kami™
Water**



**Dr. Gero's™
Perpetual
Energy R&D**



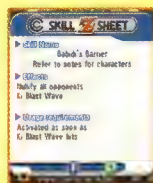
Ki Flash



**Android's™
Barrier**



**Cell's™
Barrier**



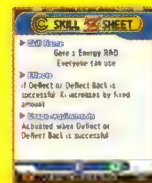
**Babidi's™
Barrier**



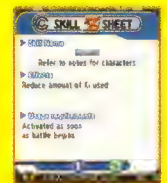
**Dr. Gero's™
Deflection
R&D**



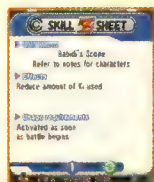
**Dr. Gero's™
Deflect-Back
R&D**



**Dr. Gero's™
Energy R&D**



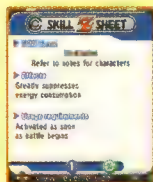
Scouter



**Babidi's®
Scope**



Ki Control



Meditation



Yakon®



Angel's Halo



Human Candy



**Maron's™
Wish**



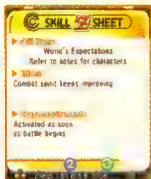
**Chiaotzu's™
Wish**

DRAGON BALL Z

BUDOKAI 2

武道会 2

PRIMA'S OFFICIAL STRATEGY GUIDE



World's Expectations



Loyalty to Frieza®



Universal Ambition



Android's™ Goal



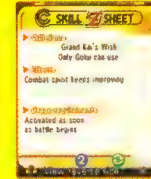
Essence of the Mighty



Loyalty to Babidi™



Kibito's® Wish



Grand Kai's™ Wish



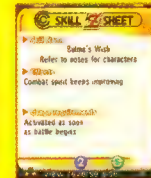
Puar's™ Wish



Chi-Chi's™ Wish

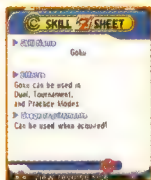


Dende's™ Wish

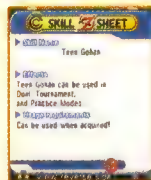


Bulma's™ Wish

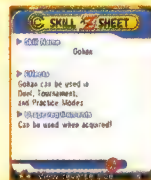
SYSTEM CAPSULES



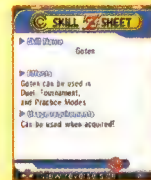
Goku®



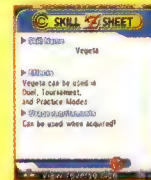
Teen Gohan®



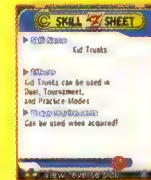
Gohan®



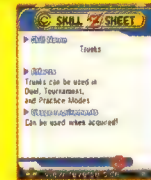
Goten®



Vegeta®



Kid Trunks®



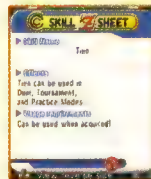
Trunks®



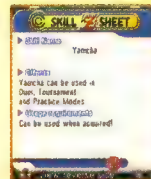
Piccolo™



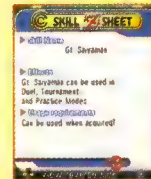
Krillin®



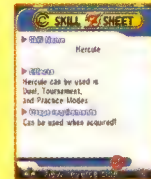
Tien™



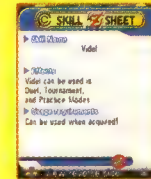
Yamcha®



Great Saiyaman™



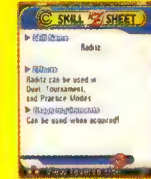
Hercule™



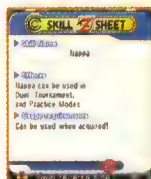
Videl®



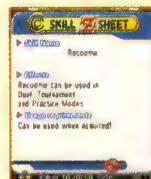
Supreme Kai™



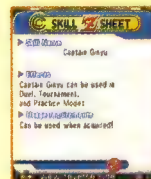
Raditz™



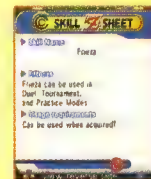
Nappa™



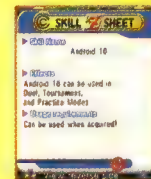
Recoome™



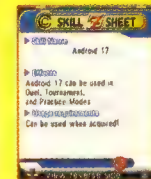
Captain Ginyu™



Frieza®



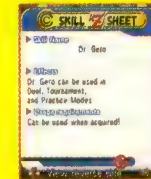
Android 16™



Android 17™



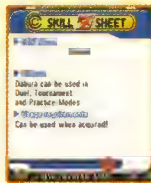
Android 18™



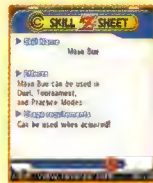
Dr. Gero™



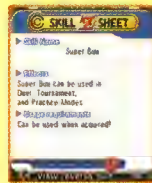
Cell™



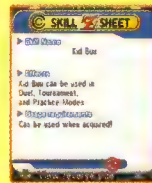
Dabura®



Majin Buu™



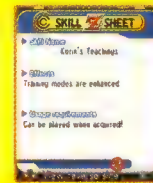
Super Buu™



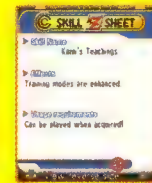
Kid Buu™



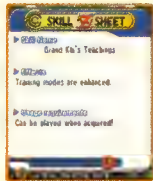
Master Roshi's®
Teaching



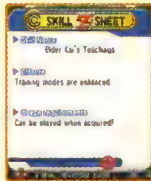
Korin's™
Teachings



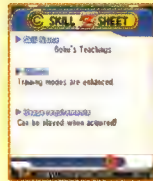
Kami's™
Teachings



Grand Kai's™
Teachings



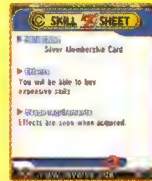
Elder Kai's™
Teachings



Goku's®
Teachings



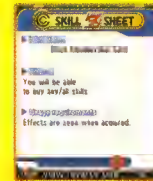
Green
Membership
Card



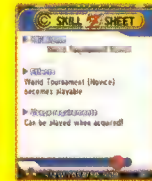
Silver
Membership
Card



Gold
Membership
Card



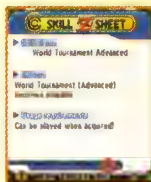
Black
Membership
Card



World
Tournament—
Novice



World
Tournament—
Adept



World
Tournament—
Advanced



Babidi's™
Spaceship
Portal



Bulma's™
Costume 1



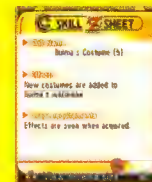
Bulma's™
Costume 2



Bulma's™
Costume 3



Bulma's™
Costume 4



Bulma's™
Costume 5



Bulma's™
Costume 6



World
Tournament



Stage
Hyperbolic



Time Chamber
Islands



Snowy
Mountains



Planet
Namek™



Sky Pier



City Street



Great Kai™
Planet



Red Ribbon™
Base

DRAGON BALL Z® GLOSSARY

DRAGON BALL Z® DEFINED

Here is a starting collection of terms, personalities, and locations scattered throughout the *Dragon Ball®* universe. It isn't all-encompassing, but it's a good place to gain a deeper understanding of the world created by Akira Toriyama.

A

ALIENS: Any of the life forms that do not originate on Earth in the *Dragon Ball Z®* storyline. Saiyans are generally considered a separate category from other Aliens. Piccolo™ is one example.

AKIRA TORIYAMA: The creator of all things *Dragon Ball®* (though not directly responsible for *Dragon Ball® GT*). Akira Toriyama created the original *Dragon Ball®*, starring a youthful Goku® in a Japanese manga well over a decade ago.

ANDROIDS™: The squad of non-human robots generally created by the evil Dr. Gero™ to menace the Z Fighters across the ages. Androids 16–20™ and Cell™ are examples of these highly destructive killing machines.

B

BABIDI™: The sorcerer ultimately responsible for unleashing the terror of Buu™ upon the populace of Earth. A power-mad insectoid being with little regard for anyone or anything but himself.

BARDOCK™: The biological father of Goku®, he never appears within the mainstream *Dragon Ball Z®* storyline. Rather, he is the focus of one of the movies bearing his name.

BIBIDI: The original creator of Buu™ and the father of the insidious and ultra-evil Babidi™—evil seems to run in the family.

BIG BANG ATTACK: This massive energy attack was first used by Vegeta® when he finally achieved Super Saiyan status. It's an immense globe of energy fired from one hand.

BRIEFS™ ET AL: Dr. Brief™, Bulma Brief™, and Mrs. Brief™ are members of the family behind the immensely influential Capsule™ Corp., creator of the various Capsules littered throughout the *Dragon Ball* universe.

BROLY®: The ultra-powerful Saiyan warrior who was more powerful than most beings even as a young child. Eventually he met his end at the hands of (who else?) Goku®.

BUBBLES: The wacky monkey that hangs out with King Kai™ on his planet. Bubbles was initially thought to be King Kai™ when Goku® first arrived to train with him.

BUU™ (A.K.A. MAJIN BUU™, SUPER BUU™, KID BUU™): The big pink cream puff who labored under myriad forms, Buu™ was one of the most destructive beings the universe had ever known and was freed by the evil wizard Babidi™ to do his bidding.

C

CAPSULE: The ultra-handy collection of devices created by Capsule™ Corp. to hold everything from food to entire realms of vehicles. In *Budokai 2™*, the collection of skills is contained within Capsules.

CAPSULE™ CORP.: The massive corporation responsible for Capsules, spaceships, and other types of heavy equipment. Think Thomas Edison's company in the far future.

CAPTAIN GINYU™: This surly, thoroughly evil mercenary-type was brought in by Frieza® to help him secure the Dragon Balls® scattered across the planet Namek™. He acted as Frieza's® enforcer. Also the head of the Ginyu™ Force.

CELL™: Among the most powerful foes the Z Warriors ever faced, Cell™ was the ultimate creation of Dr. Gero™. He was developed in the future and traveled to the past to menace Goku® and friends.

CELL™ GAMES: The tournament organized by (one guess) Cell™ to determine who was the greatest fighter on Earth. Cell™ assumed all along was that it was him.

CELL JR.'S™: A collection of super-deformed Cells™ that menaced the Z Fighters during the closing moments of the Cell™ tournament.

CHI-CHI™: Fiery and hot-headed, but totally loving, Chi-Chi™ is the mother of Gohan® and Goten® and wife of Goku®.

COOLER™: The elder sibling of Frieza® and son of King Cold™, he faced off against the Z Warriors in one of the films bearing his name.

D

DEAD ZONE: This is the pocket dimension that Garlic Jr.™ is locked away in for all eternity, sentenced to its miseries by his wish for immortality (be careful what you wish for).

DEATH BALL: This is Frieza's® super attack, responsible for the destruction of Planet Vegeta®, among many other worlds throughout the course of history. It's a giant pink globe of energy. He balances it on one finger before unleashing its hellish power on his target.

DRAGON BALLS®: The namesake of the various *Dragon Ball®* sagas, these shiny orange orbs (seven in all), when gathered, allow the summoning of a dragon that grants the collector virtually any wish. There are two sets, one found on Earth, and one on Namek™.

DRAGON RADAR: A device created by Bulma™ to track down the Dragon Balls®. In *Budokai 2™* this device is incredibly helpful.

DR. GERO™ (A.K.A. ANDROID 20™): This is the wretchedly evil menace who created the Androids™ that caused so much trouble for the Z Fighters throughout the years. He eventually put his brain in an Android body, becoming Android 20™.

F

FRIEZA®: This evil reptilian being is a complete sadist and lives for torment and destruction. He terrorized galaxy after galaxy for years, finally meeting his end (for a time) at the hands of Trunks® when he first arrived from the future.

FUSION: This technique allows two warriors to fuse their bodies and powers into a single, more powerful being. Examples include Gotenks® and Vegito®.

G

GARLIC JR.™: This insidious little worm, determined to gain immortality and domination over the world at any cost, paid the price—he became immortal, but was also forever trapped in the Dead Zone.

GINYU FORCE™: The crew of super-silly warriors employed by Frieza® during the Namek™ Saga: Jeice™, Burta™, Guldo™, Recoome™, and Captain Ginyu™ are its members.

GOTEN®: The junior offspring of Goku® and Chi-Chi™, Goten® was the youngest Saiyan to ever become a Super Saiyan. Also half of the fusion being Gotenks® (with Kid Trunks®).

H

HFIL: The Home for Infinite Losers, HFIL, is the place where evil beings go when they die. It's located beneath the Snake Way; Goku® spends some time there after falling off Snake Way.

HYPERBOLIC TIME CHAMBER: This is the chamber used by the Z Warriors to stretch out their training—one year inside this chamber is equivalent to only one day on the outside world.

I

INSTANT TRANSMISSION: This is Goku's® ability to teleport at will, though he needs an anchor somewhere to hone in on before activating.

K

KAME HOUSE: This small house is on a small island in the middle of the sea where Master Roshi® resides with Turtle™ and any visiting Z Warriors.

KAMI™: Before fusing with Piccolo™, Kami™ was the guardian of the Earth and resided in Kami's™ Lookout high above Korin's™ Tower.

KAMI'S™ LOOKOUT: This is the structure that Kami™ resides in, located directly above Korin's™ Tower (location of the Hyperbolic Time Chamber).

KAMEHAMEHA WAVE: The primary attack power of Goku® (among many others) this

technique was developed by Master Roshi® and is a massive wave of blue energy that lays waste to all but the hardest opponents.

KORIN™: The small, anthropomorphic feline that lives below Kami's™ Lookout. He also tends to the Senzu Beans and is a wise and helpful being.

KING KAI™: The rotund blue alien that brought Goku® to power levels previously unbeknownst to him. Also serves as Goku's® mentor and lives on a small planetoid at the end of Snake Way in the Other World.

M

MAJIN: The mark of Babidi™: Any being possessed by this evil wizard wears this stylized "M" upon his or her forehead.

N

NAMEK™: Both a species of alien life (Piccolo™ and Kami™ *et al*) and a planet in deep space. Eventually destroyed by Frieza®.

NAPPA™: The right-hand man of Vegeta® until he was defeated by Goku® in one-on-one combat. Vegeta® promptly killed him for his failure.

NEW NAMEK™: The new home for the Nameks™ after Frieza® destroyed their original home.

NIMBUS™: From time to time you see Goku® perched atop a flying cloud. This is known as Nimbus™ and served him well until he fully developed his own ability to fly.

O

OOLONG™: A shapeshifting pig and friend of Master Roshi®, Oolong™ is a fairly cowardly figure.

P

POTARA EARRINGS: Earrings worn by two warriors that allow them to fuse into a single being with a completely new personality. Vegito® is the result of a Potara fusion.

R

RED RIBBON™ ARMY: Ultimately the motivation for Dr. Gero™ to seek out and destroy Goku®, the Red Ribbon™ Army factored into the first Dragon Ball® series. Goku® (as a child, mind you) managed to single-handedly destroy it all.

S

SAIBAMEN: These evil little critters are spawned by Nappa™ early in the *Dragon Ball Z®* saga and are powerful despite their diminutive size.

SAIYAN: While Saiyans are ostensibly Aliens, there are enough of them to warrant their own category. This is a superhuman race of beings that originated on the Planet Vegeta® ages ago. Members include Goku®, Vegeta®, Nappa™, Broly®, and many others.

SENZU BEAN: Acquired from Korin™, these small green beans instantly heal and replenish the life energy of anyone who consumes one. Senzu Beans have come in handy throughout *Dragon Ball Z®*.

SPIRIT BOMB: Among Goku's® most powerful attacks. He borrows the life force of the world upon which he's using the assault to boost the destructive power of this immense globe of energy.

SUPER SAIYAN: A Saiyan who has reached even greater levels of power. There are several levels of Super Saiyan, up to and including SS 3.

T

TURTLE™: The turtle owned by Master Roshi®, who resides with him at Kame House.

V

VIRAL HEART DISEASE: This is the virus that afflicted Goku® at the beginning of the Android™ Saga and actually managed to kill him permanently in Future Trunks'® alternate timeline.

Y

YAJIROBE™: While this pudgy samurai warrior was once one of the more prolific and powerful Z Warriors (in the original *Dragon Ball®* series), he has since let himself go.

Z

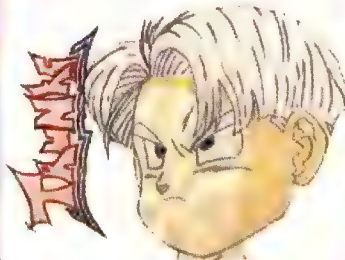
Z-SWORD: The sword used by Gohan® to train on the Supreme Kai's™ planet. During his training, he breaks it and releases Elder Kai™ from the sword.

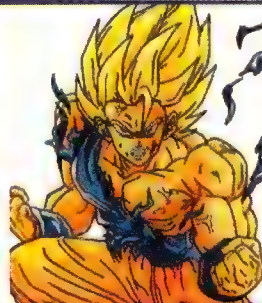
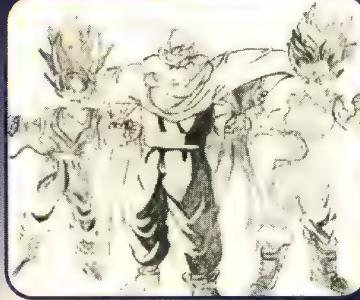
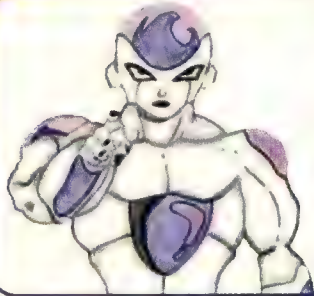
Z WARRIORS/FIGHTERS: The squad of warriors, including Goku®, Vegeta®, Trunks®, Gohan®, etc.

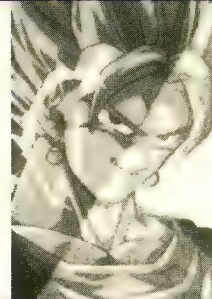
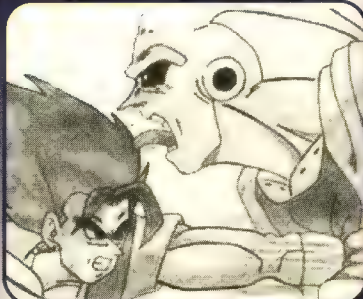
FAN ART GALLERY

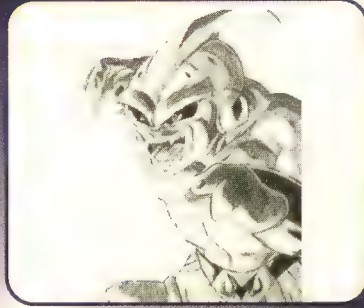
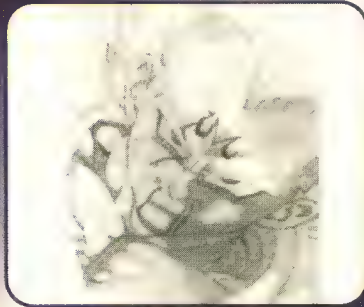
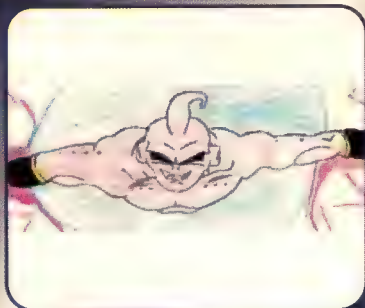
Since its inception, the *Dragon Ball Z*® animated series has sparked passion and creativity in the hearts and minds of millions of fans across the world. From Goku's® legendary battle with Frieza® to Vegeta's® constant jealousy, *Dragon Ball Z*® satisfies fans' desire for action, storyline, and a rich adventure that never seems to end. Over the years, FUNimation has received thousands of letters, pictures and drawings from fans of *Dragon Ball Z*®. We would like to showcase just a few of these images.

—FUNimation







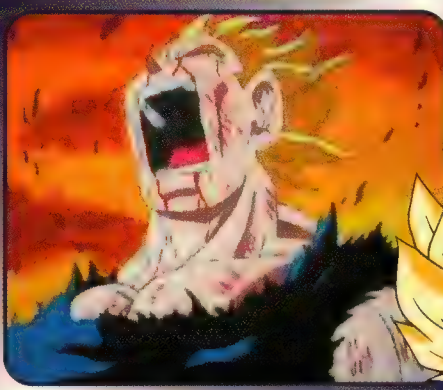
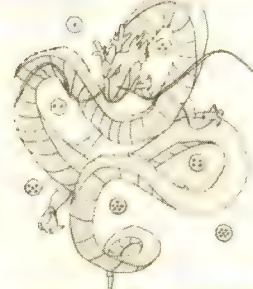
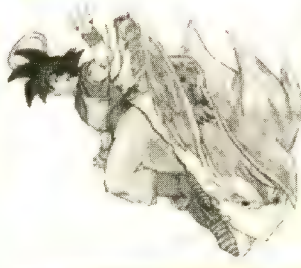
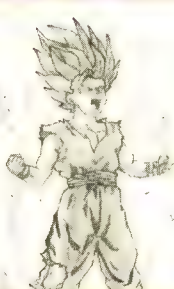
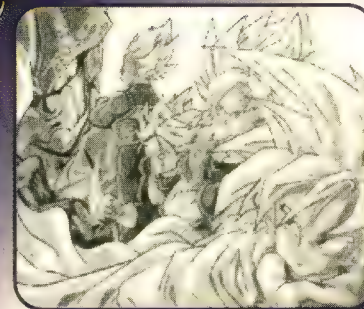


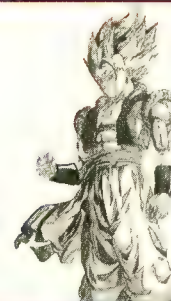
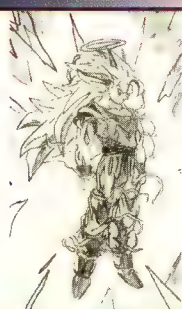
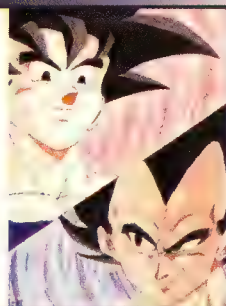
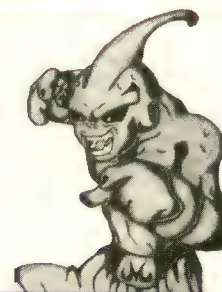
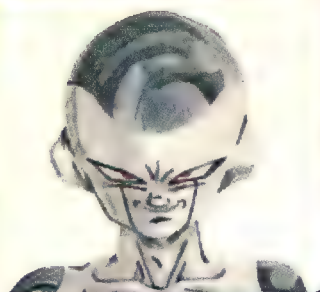
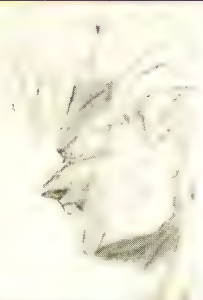
DRAGON BALL Z

BUDOKAI 2

武道会 2

PRIMA'S OFFICIAL STRATEGY GUIDE

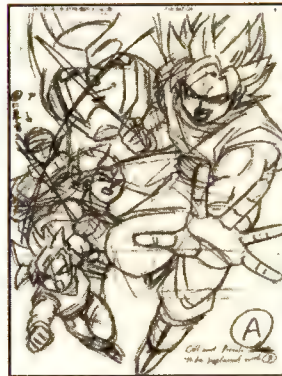




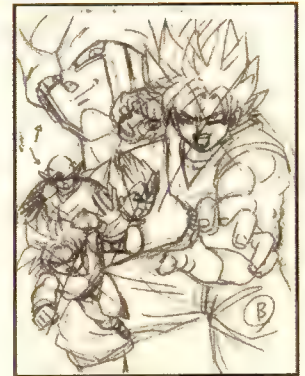
PACKAGING EVOLUTION

At FUNimation, we take all licensed products' packaging very seriously, as this is the products' "face" at retail stores. Since DBZ® video gamers are some of our most avid fans, we specifically focus a lot of energy on the quality and "punch" of interactive product packaging. We are lucky to have Atari as our partner for *Dragon Ball Z*® video games, as they too put the product packaging at the top of their list. To date, all *Dragon Ball Z*® video game packages have been custom illustrations created by the original animation studio in Japan (Toei Animation).

Because the artistic appearance of the *Dragon Ball Z*® animated series is so unique, the treatment of DBZ® video game packaging must also be a very unique process. From the individual personalities of each character, to the unique Toriyama-style shading used in DBZ®, creating a package that perfectly embodies all of these elements is always an exciting and sometimes challenging process. This process involves achieving the perfect balance of character placement, character positions, and color treatment down to the very expression on each character's face.



1: Toei provided sketch A based upon FUNimation & ATARI's request.



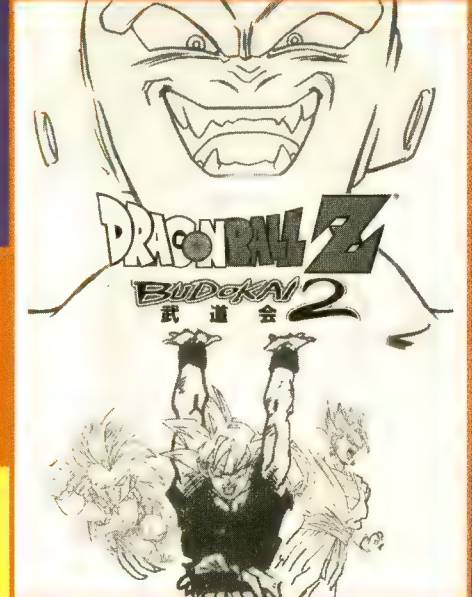
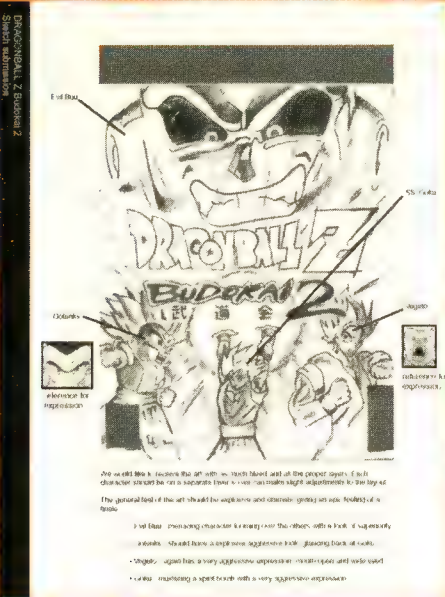
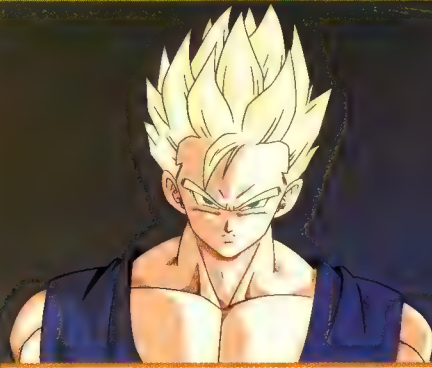
2: Toei provided sketch B after FUNimation & ATARI made revision requests.



3: Toei provided final design with separate character art, background layers & shading lay.



4: FUNimation & ATARI collaborated to create a very appealing and dynamic U.S. package design by using all separate layers of characters, backgrounds & shadows.



The packaging of all *Dragon Ball Z*® games is something we take very seriously because we know DBZ® fans are very passionate about the show and the games based on it. Because the show has been such a huge hit, we feel a special obligation to make sure that all aspects of the games live up to the expectations these fans have, and that includes how the box looks and feels.

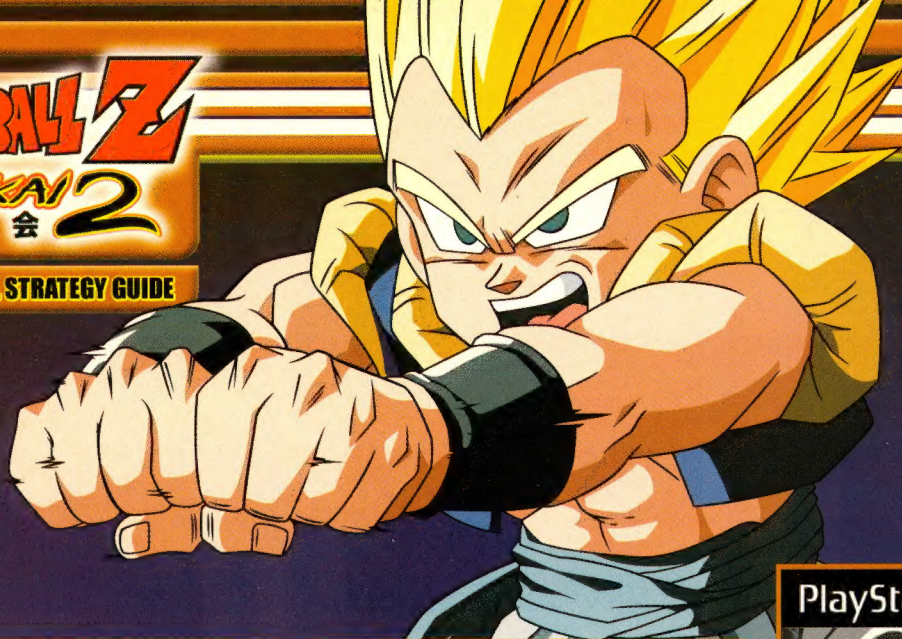
We here at Atari begin the process of making DBZ® packaging about 4–6 months prior to the game's launch. That's when we have a very strong visual sense of what the game will look like, including the game's major characters and plot lines. For instance, with *Budokai 2*™ we knew that the game would feature Buu™, as well as some Fusion characters. The game's story line is a bit more open-ended, compared to the original *Budokai 2*™, so we felt it was most important to create a package that showed the most intense characters in aggressive poses so that fans would know right away that this is a fighting game that packs a whallop.

DRAGONBALL Z

BUDOKAI 2

武道会 2

PRIMA'S OFFICIAL STRATEGY GUIDE



The process began with our designer making a pencil sketch of an image that we thought perfectly captured the game—a huge shot of Buu™ looming over everything else, including Goku®, Vegito®, and Gotenks®. We shared that sketch with FUNimation, which helped us determine the right look for each character, based on their signature poses in the show. Then it was sent to Toei Animation, where an animator took our sketch, tweaked it a bit to fit his sensibilities, and then produced a full color illustration of that scene.

Once Atari got the scene back from Toei, we had to adjust it a bit to make it fit a standard PlayStation® 2 template. We applied some special color treatments, printed it in holographic foil, and voila—one of the best DBZ® packages I have ever seen. I hope the fans love it as much as we do.

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Some run and hide. Some stand and fight. Which are you?

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Animated Blood Violence

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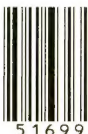


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